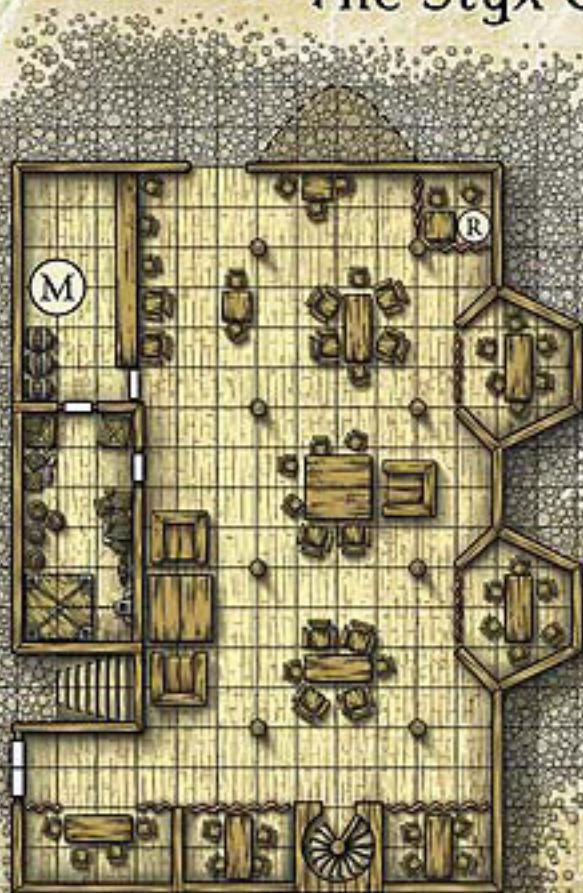


The Styx Oarsman

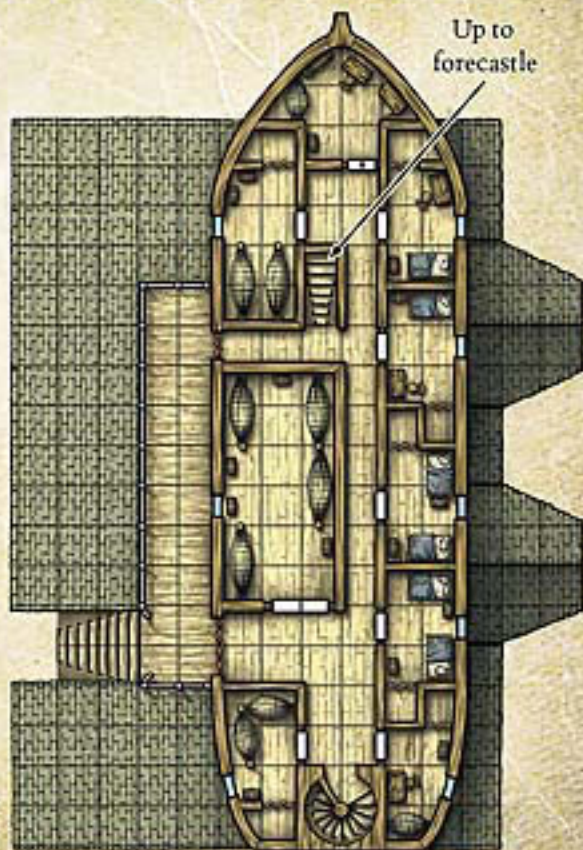
One square = 5 feet



Ground
Level



Upper
Level





DARKMAIDEN'S LEAP

KEY

- 1 Leaping Rock
- 2 Clearing
- 3 Observation platform

1



2

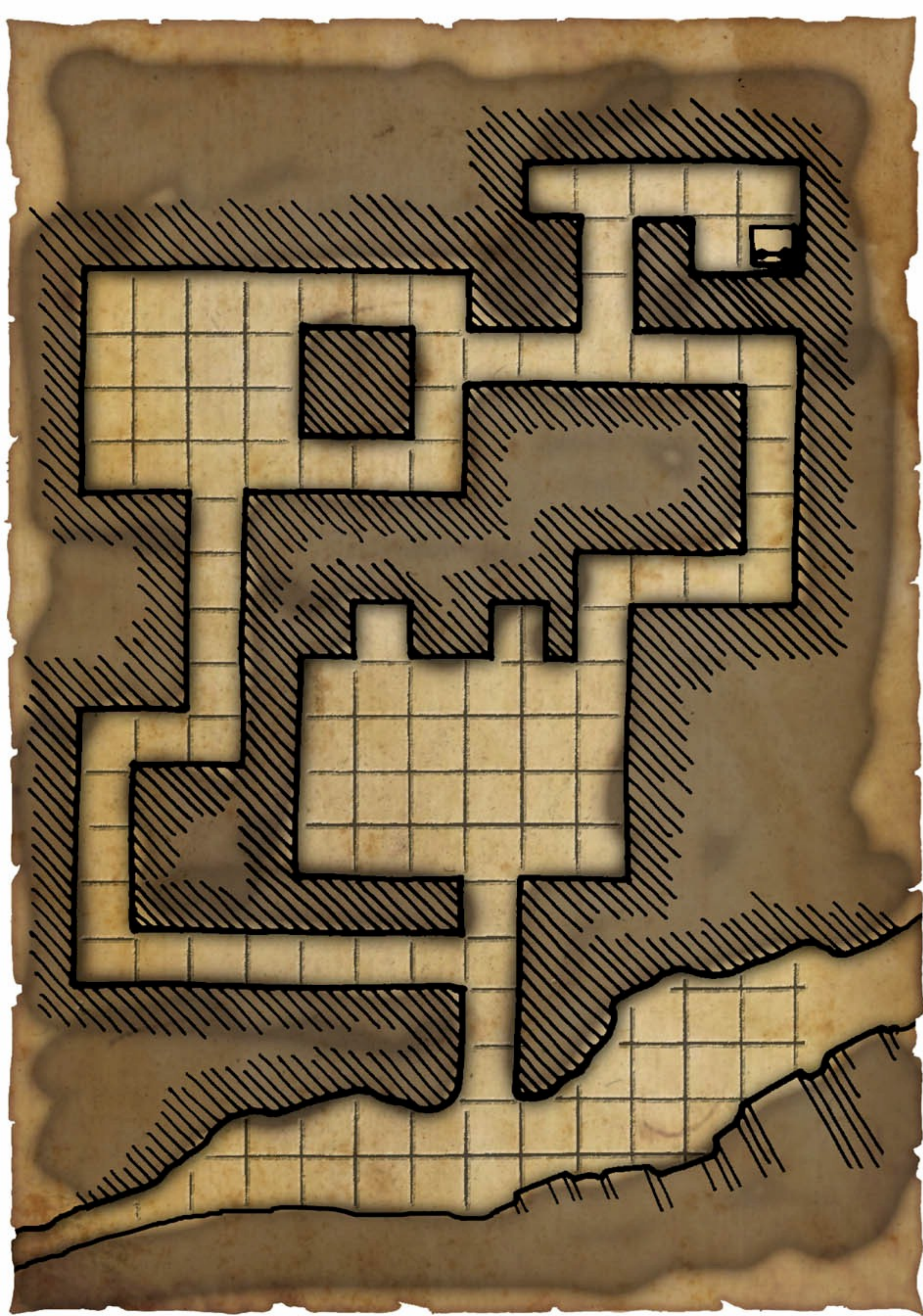
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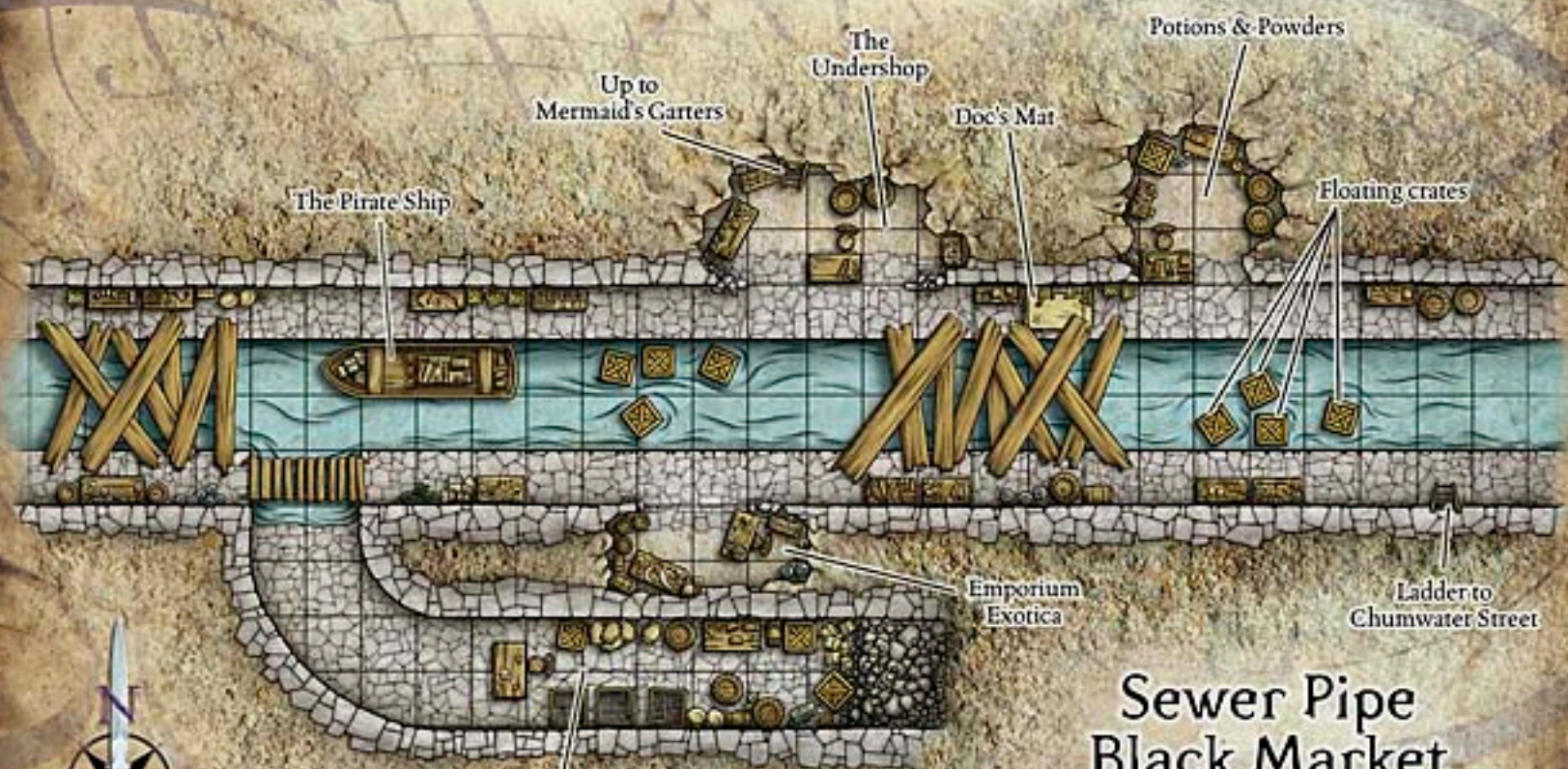
One square = 5 feet



Four Winds







The Pirate Ship

Up to
Mermaid's Carters

The
Undershop

Doc's Mat

Potions & Powders

Floating crates

Emporium
Exotica

Ladder to
Chumwater Street

Warehouse

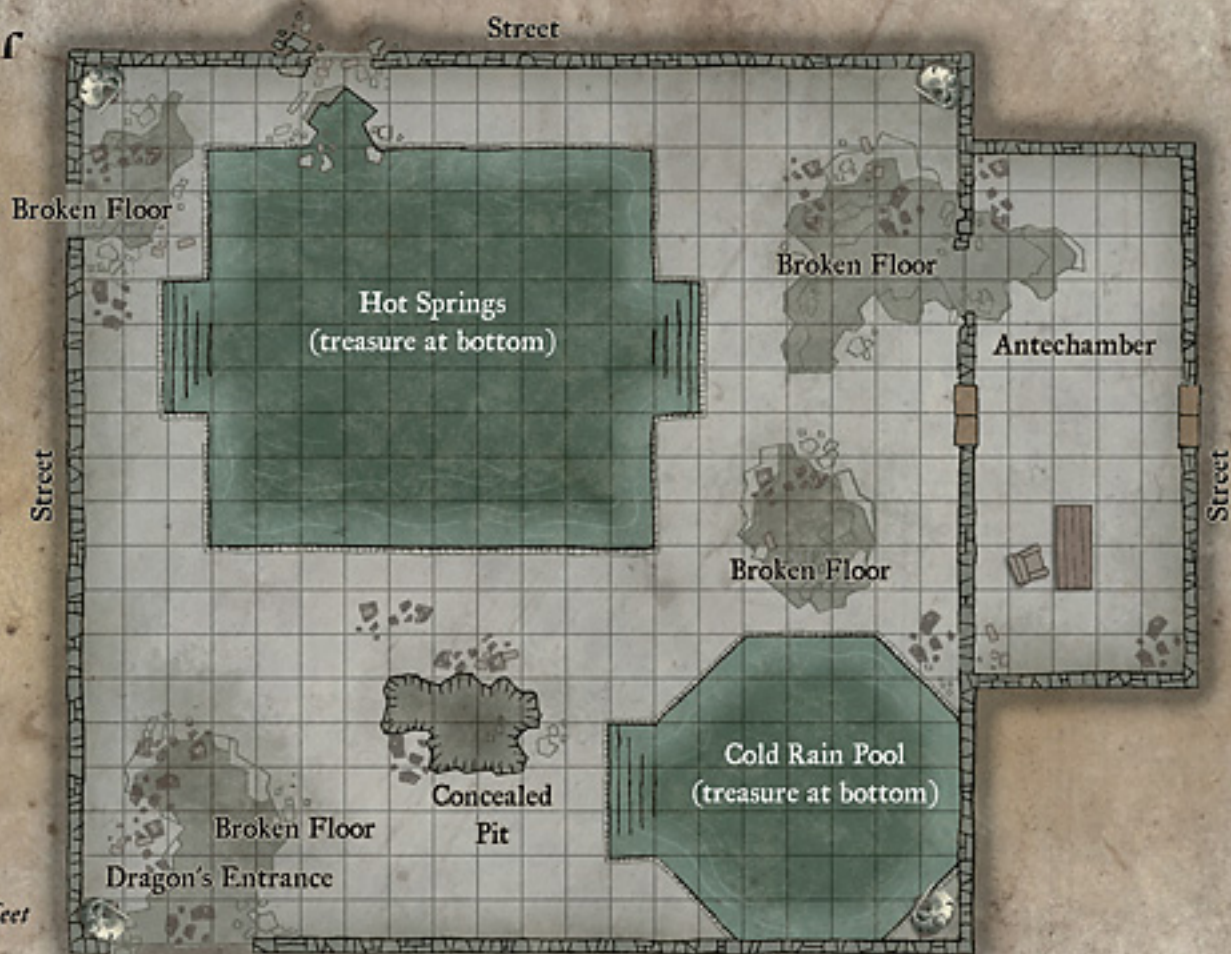
Sewer Pipe Black Market

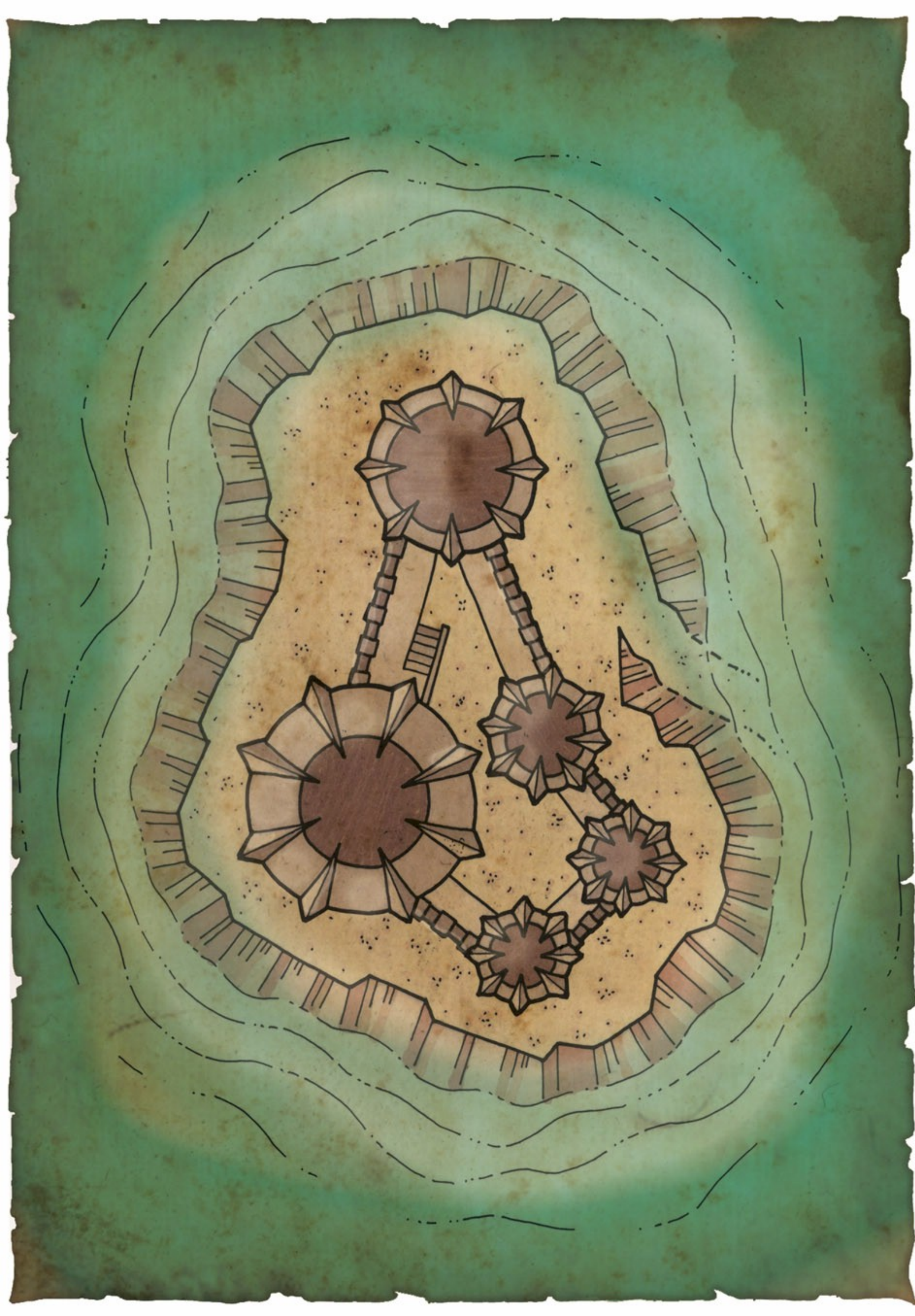
One square = 5 feet

Antasillix's Lair



□ : 5 feet





CULT OF LIFE SAFEHOUSE

GROUND FLOOR

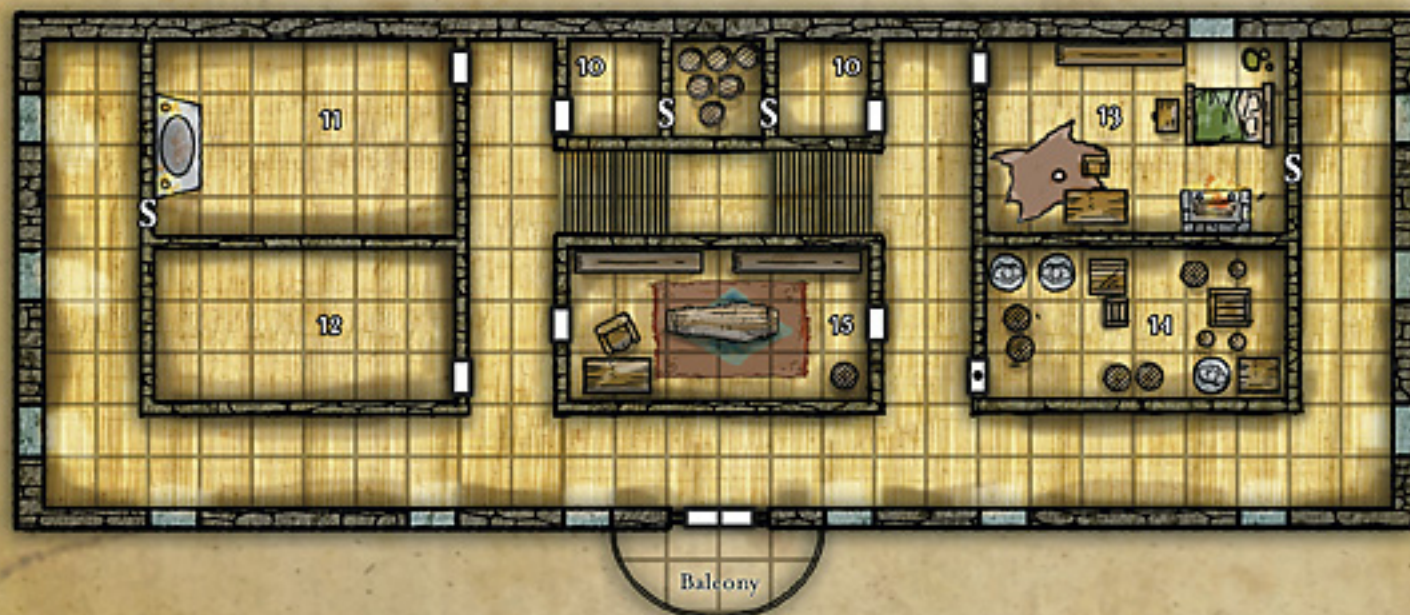


Key

- | | |
|------------------|-----------------------|
| 1. Courtyard | 9. Vault |
| 2. Foyer | 10. Closets |
| 3. Closet | 11. Shrine to Vol |
| 4. Pantry | 12. Prisoner cells |
| 5. Kitchen | 13. Upper bedroom |
| 6. Dining hall | 14. Gallery |
| 7. Living room | 15. Randall's chamber |
| 8. Lower bedroom | |



UPPER FLOOR



One square = 5 feet

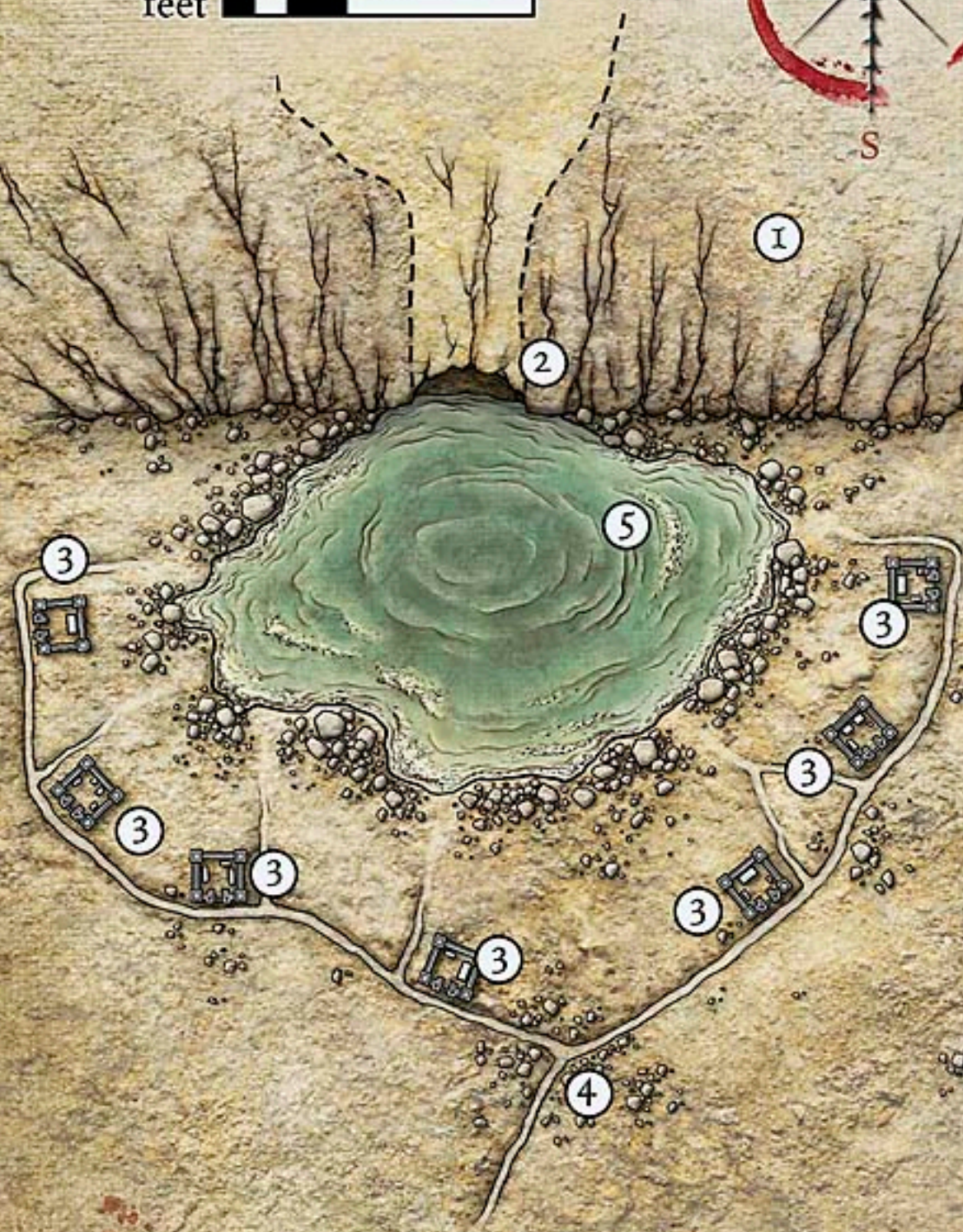
Wartower Wardens Guildhall

One square = 5 feet



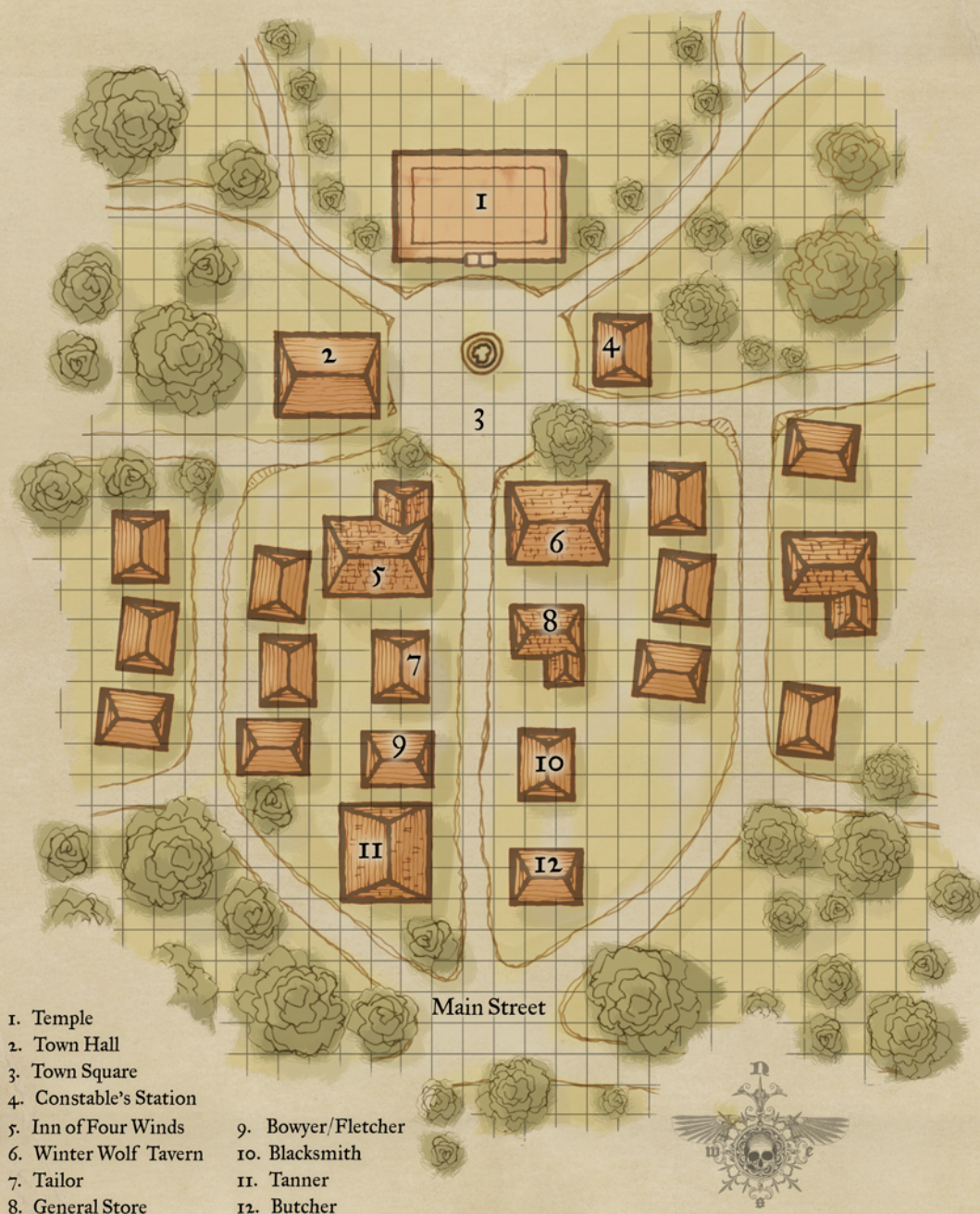
The Maggot Pit

50
0 100 250 500
feet

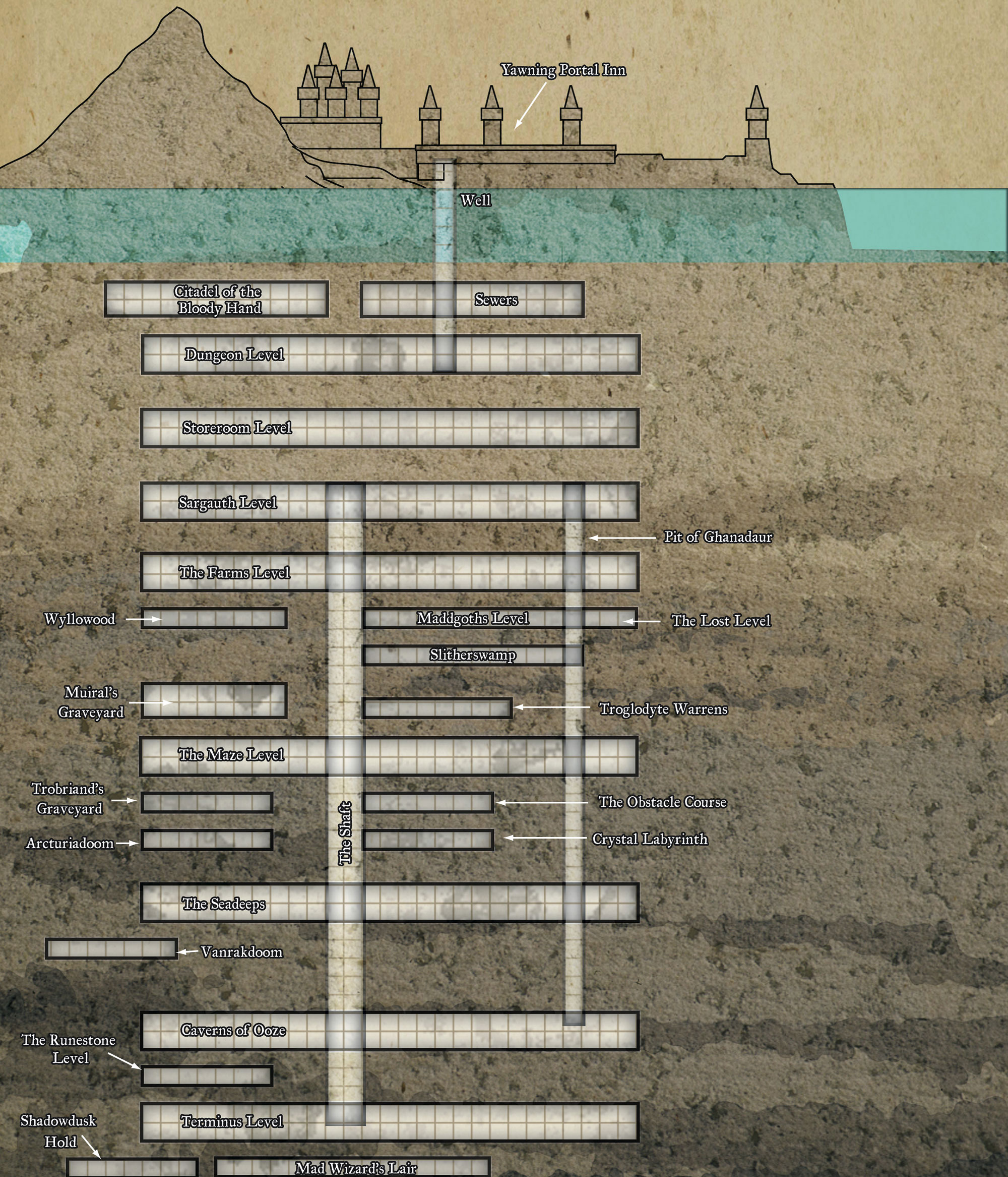




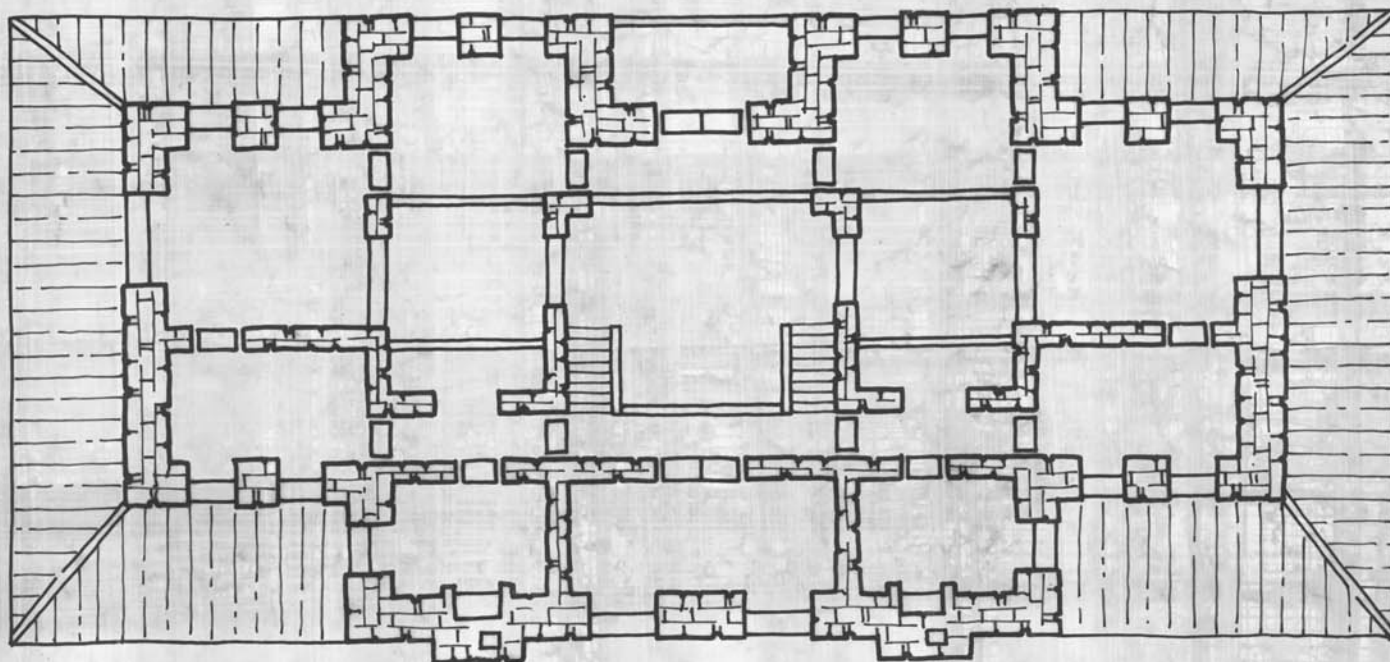
THE VILLAGE OF EASTBROOK



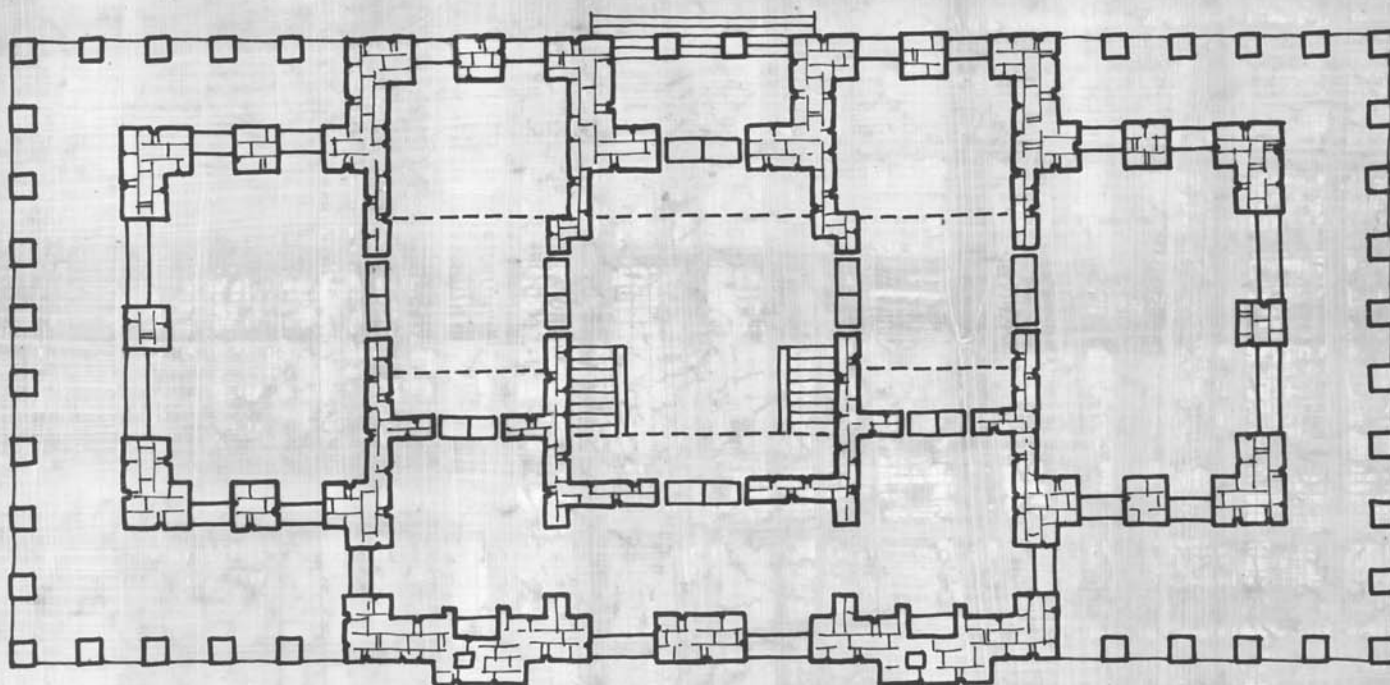
Undermountain Profile



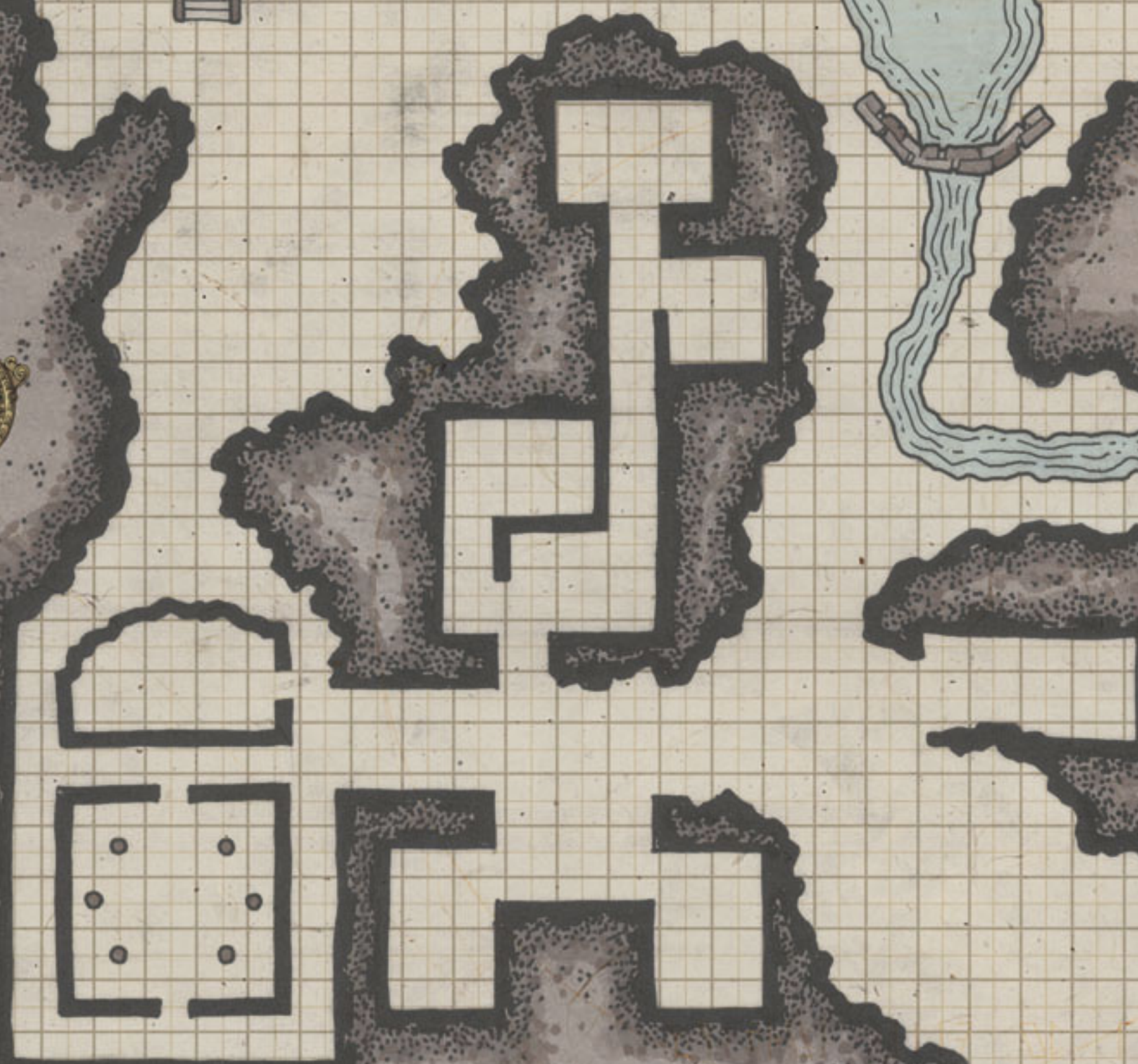
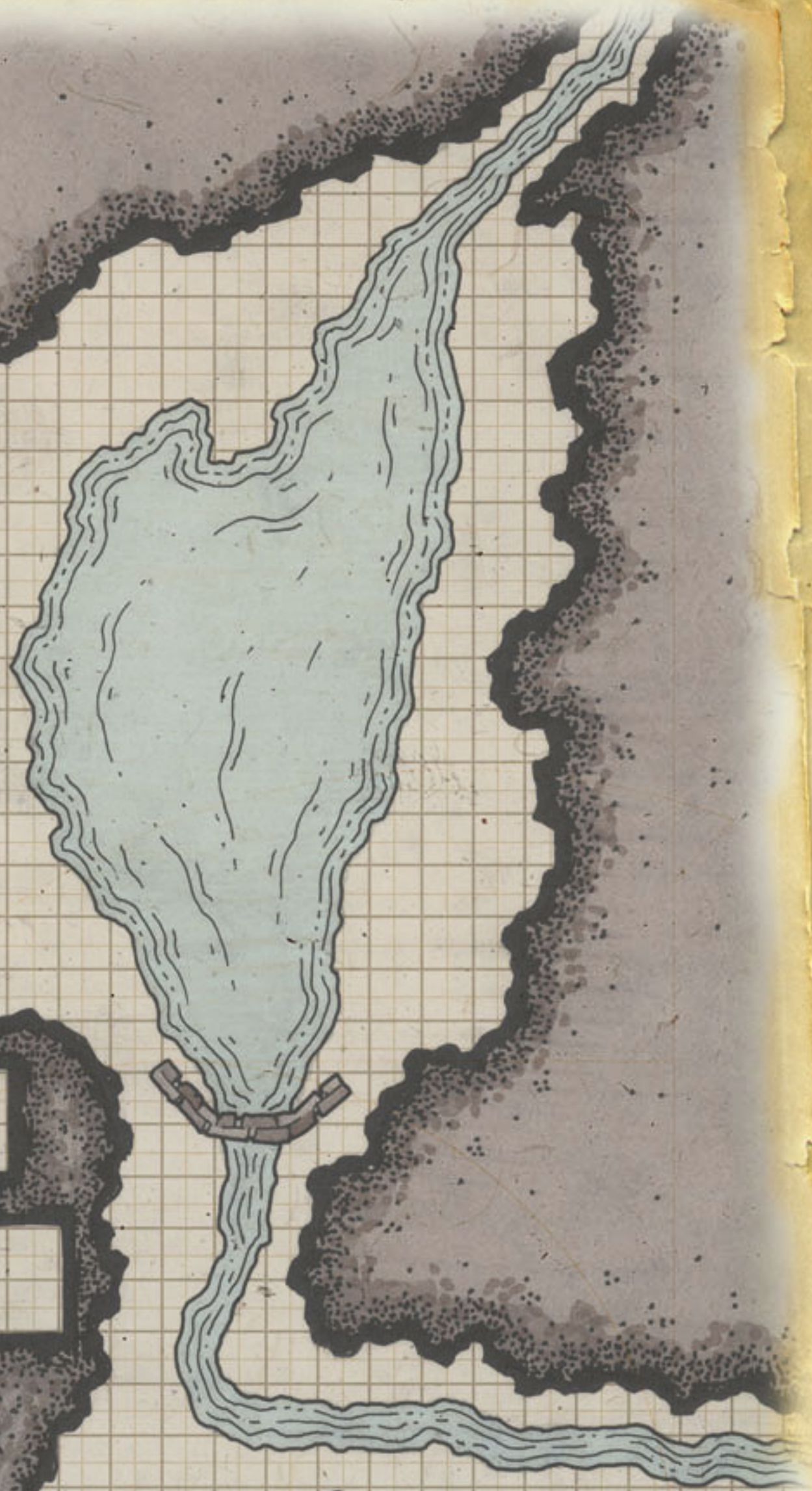
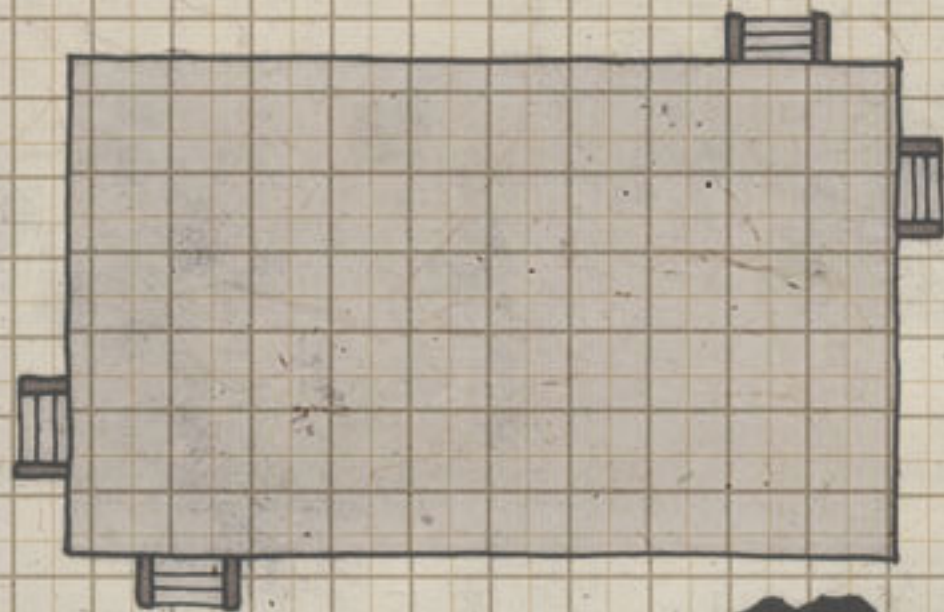
floor 2



floor 1



Mansion



Blackspawn Raider Encampment

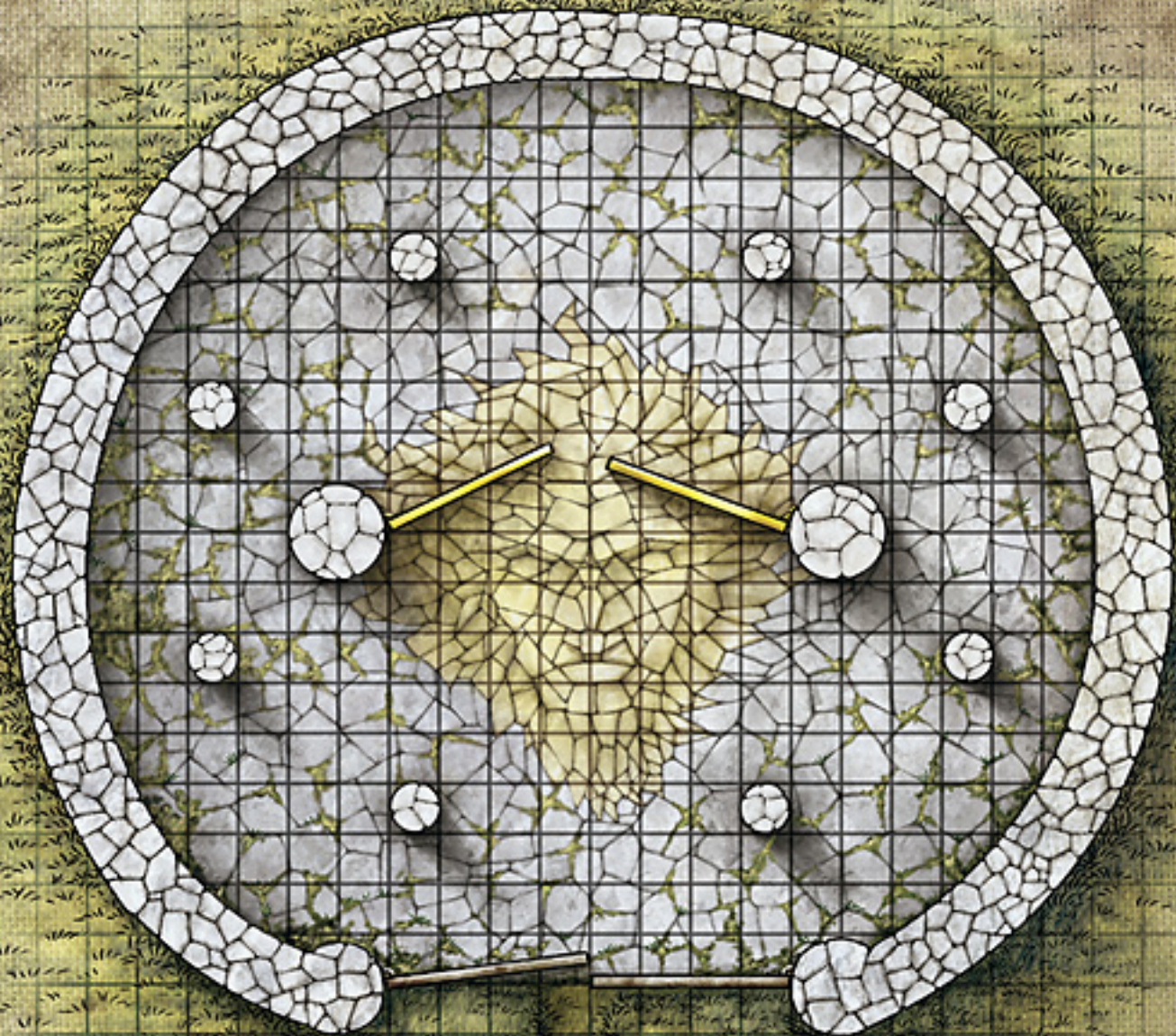
One square = 5 feet



THE DEMONWEB

1 square = 20 feet





Gates of Dawn

One square = 5 feet



The Reliquary of Six

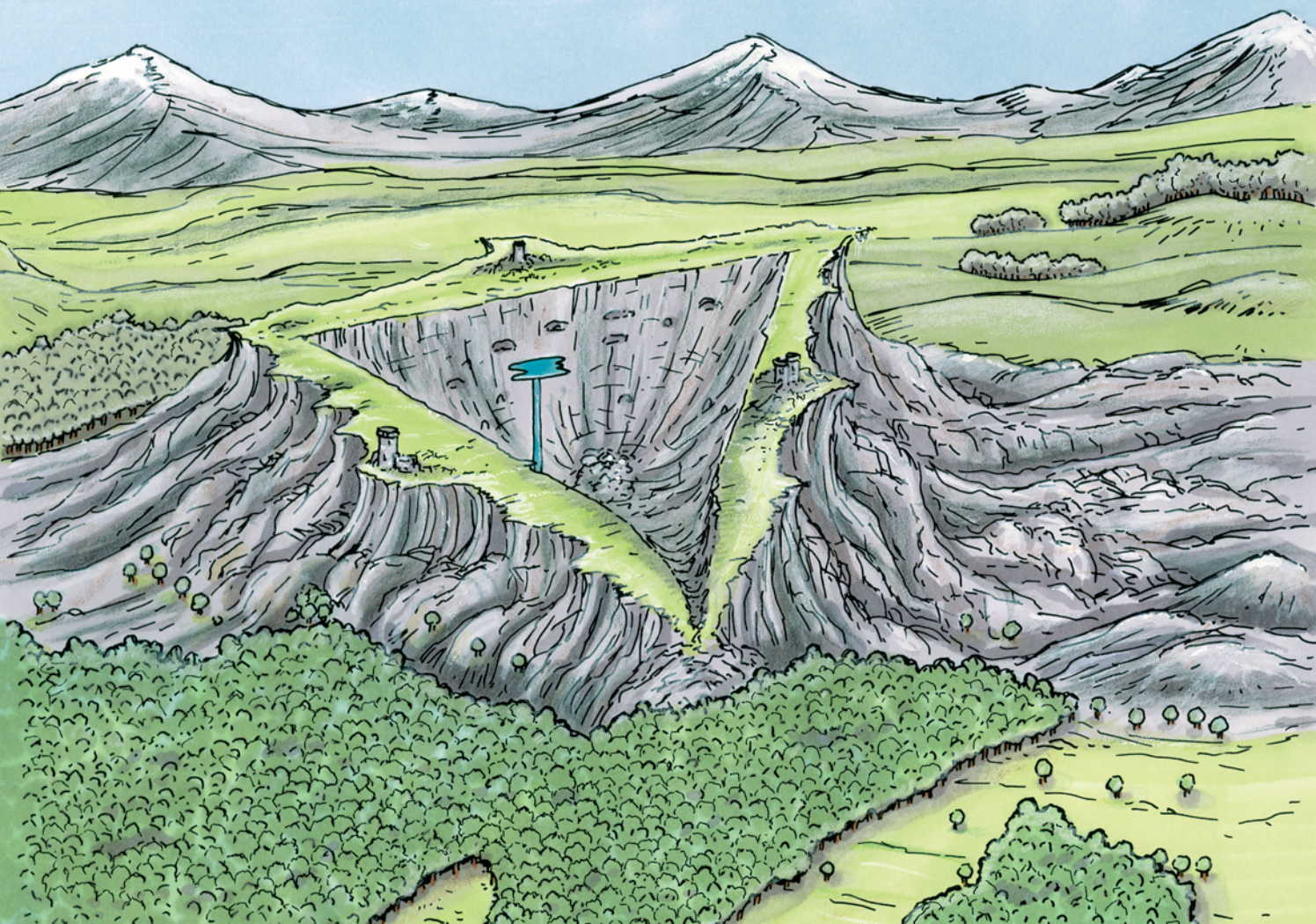
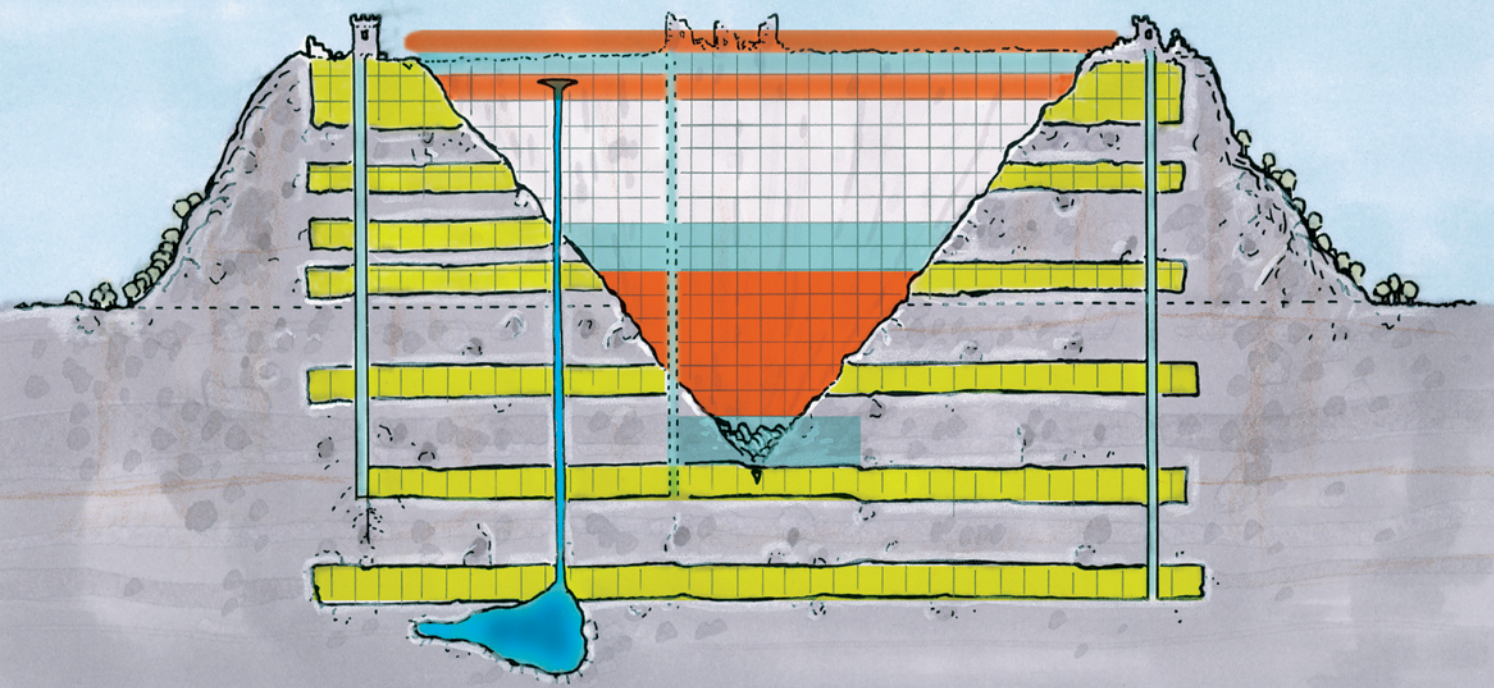
One square = 5 feet



Ground Floor



Second Floor

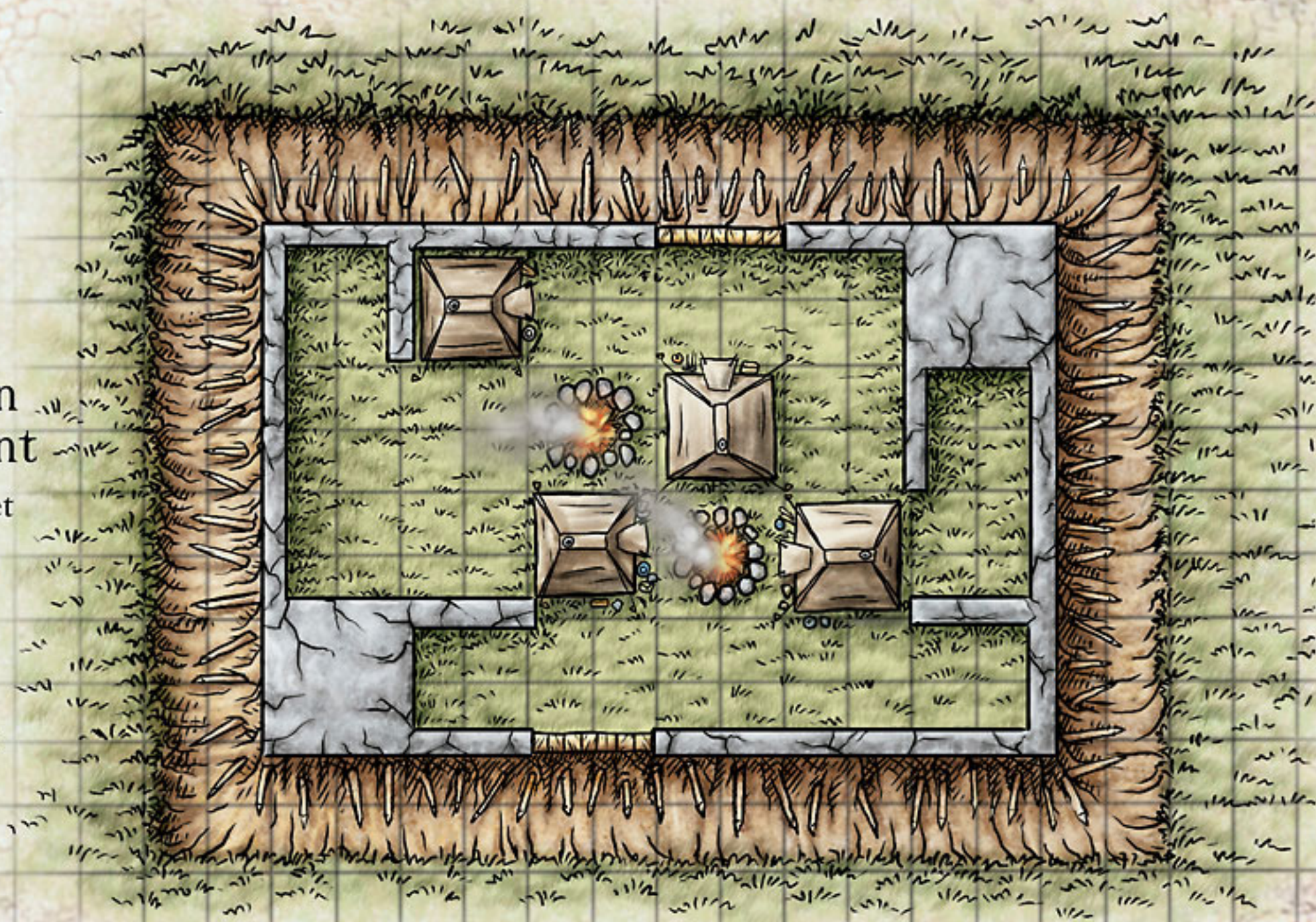


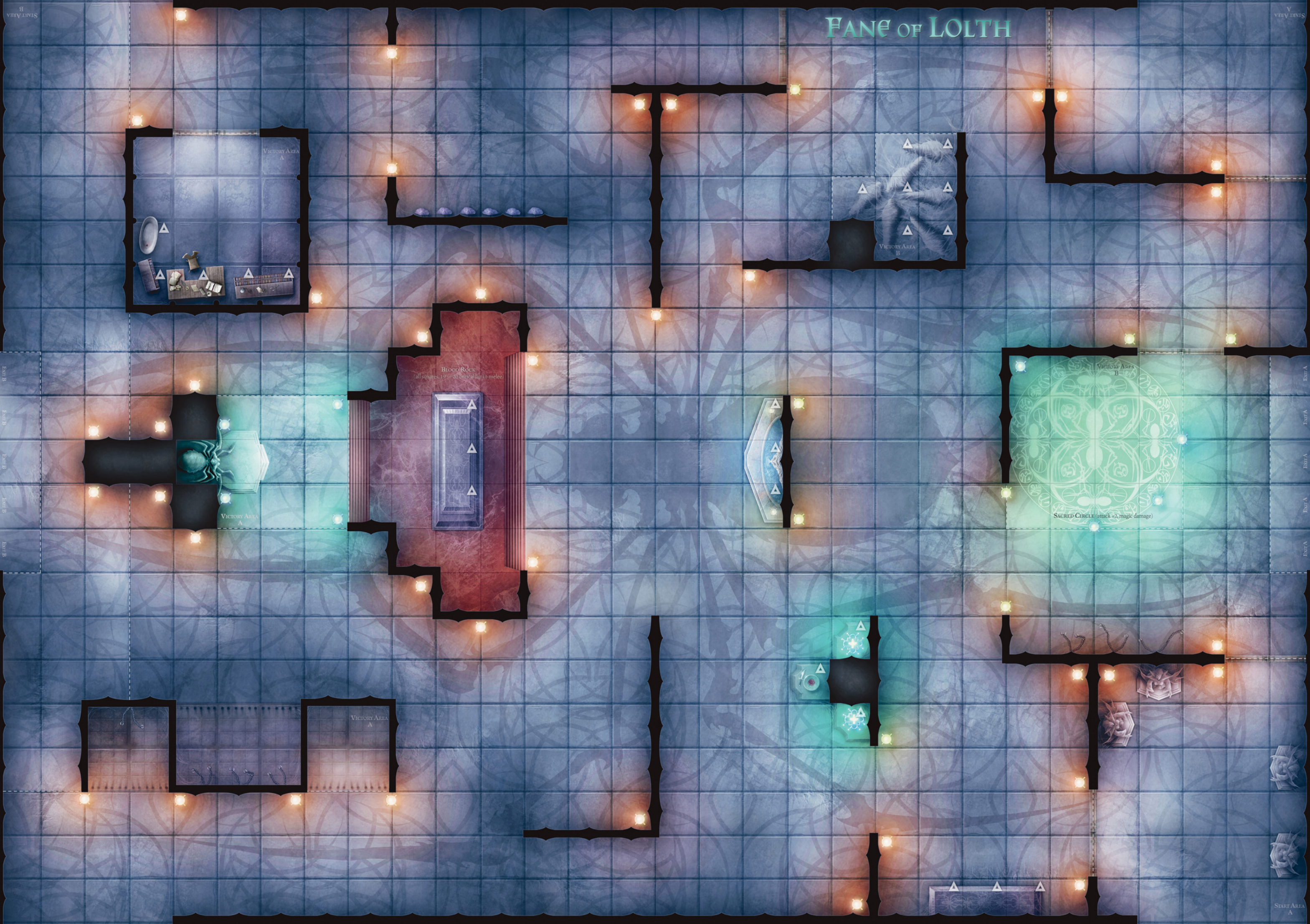


Fortified Dragonborn Encampment

One square = 5 feet

Sheltered areas
provide cover
from aerial
assaults including
breath weapons





FANE OF LOLTH

VICTORY AREA A

VICTORY AREA B

VICTORY AREA B

Bloom Rock
(all squares 19 = at critical hit in melee)

VICTORY AREA A

VICTORY AREA A

SACRED CIRCLE (attack +2, magic damage)

START AREA A

START AREA B

START AREA A

Exit B

Exit B

Exit B

Exit B

Exit B

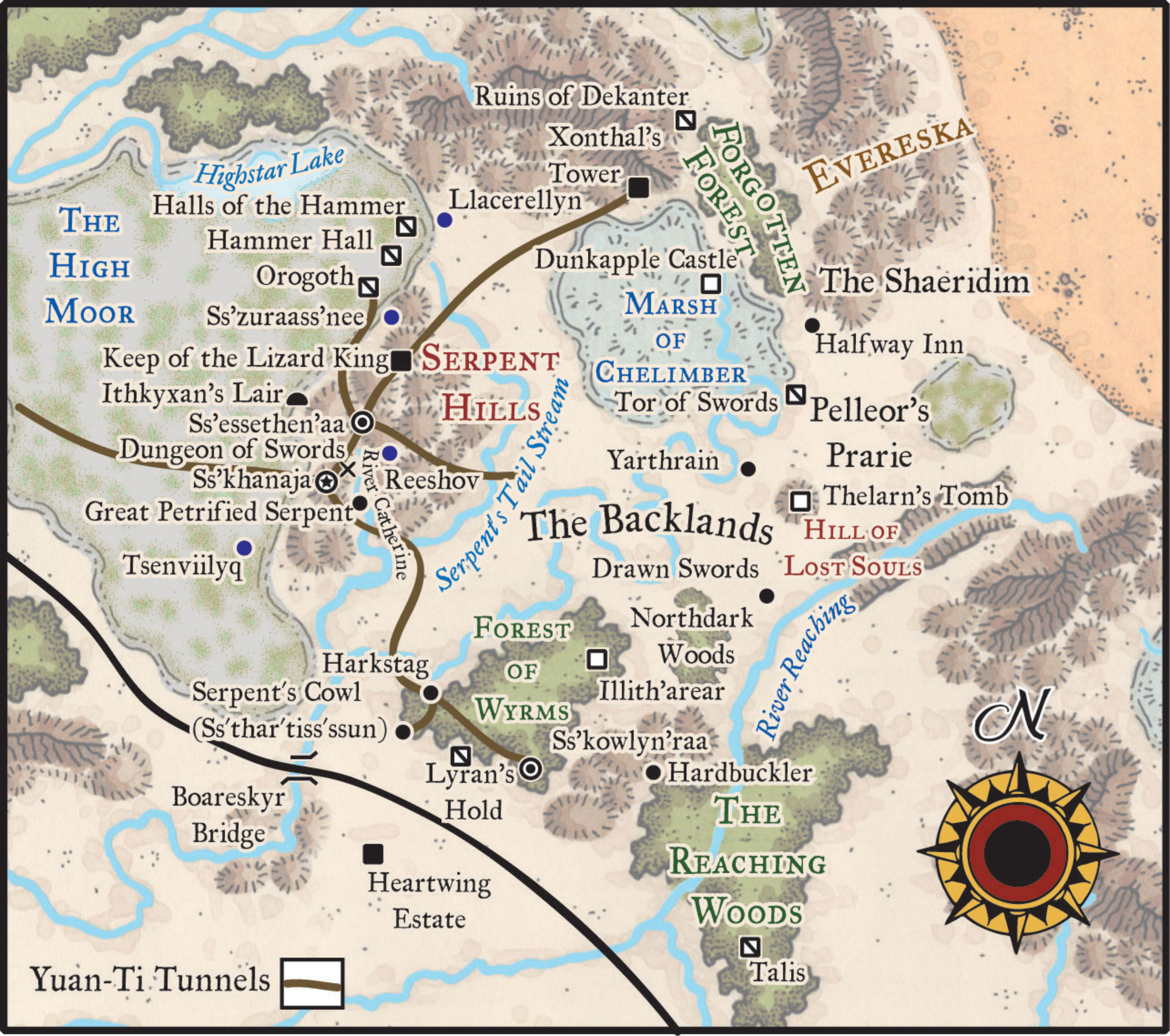
Exit A

Exit A

Exit A

Exit A

Exit A



Ruins of Dekanter

Xonthal's

Tower

Llacerellyn

Dunkapple Castle

MARSH OF CHELIMER

Tor of Swords

The Shaeridim

Halfway Inn

Pelleor's

Prairie

Thelarn's Tomb

HILL OF LOST SOULS

Drawn Swords

Northdark

Woods

Illith'arear

Ss'kowllyn'raa

Hardbuckler

Lyran's

Hold

Heartwing

Estate

Boareskyr

Bridge

Serpent's Cowl

(Ss'thar'tiss'ssun)

Harkstag

FOREST OF WYRMS

River Reaching

Serpent's Tail Stream

River Catherine

Highstar Lake

Halls of the Hammer

Hammer Hall

Orogoth

Ss'zuraass'nee

Keep of the Lizard King

Ithkyxan's Lair

Ss'essethen'aa

Dungeon of Swords

Ss'khanaja

Great Petrified Serpent

Tsenviilyq

THE HIGH MOOR

FORGOTTEN FOREST

EVERESKA

The Backlands

THE REACHING WOODS

Yuan-Ti Tunnels



Caravel

Steps Up		Stove		Hawsepipe		Boat	
Steps Down		Table/Shelf		Anchor		Rail	
Mast		Chair		Catapult		Winch	
Door		Bunk		Ballista			
Cask		Hatch		Porthole			
Cargo		Chimney		Ship's Wheel			

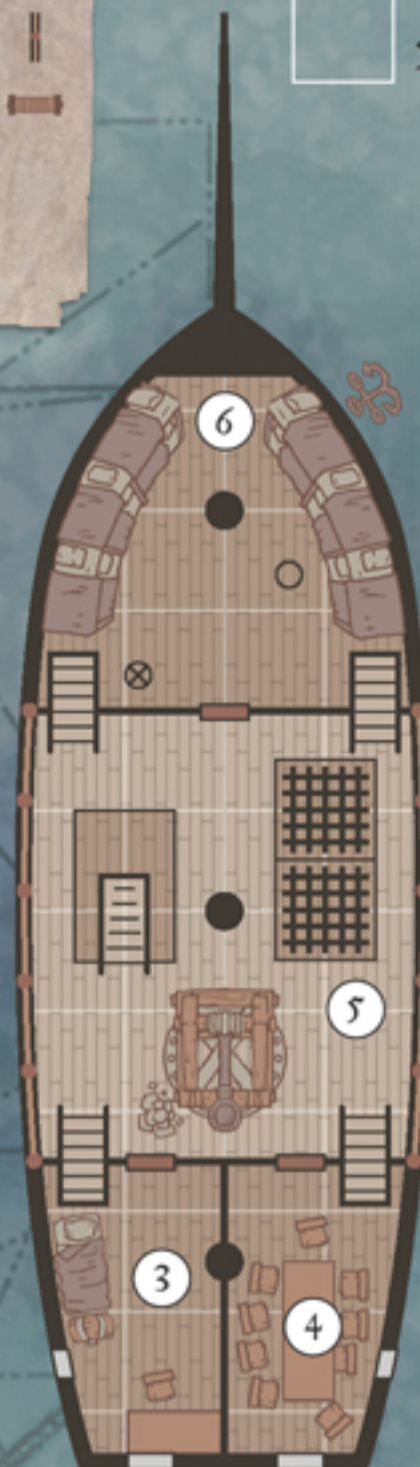
5 ft.



Hold



Lower Deck



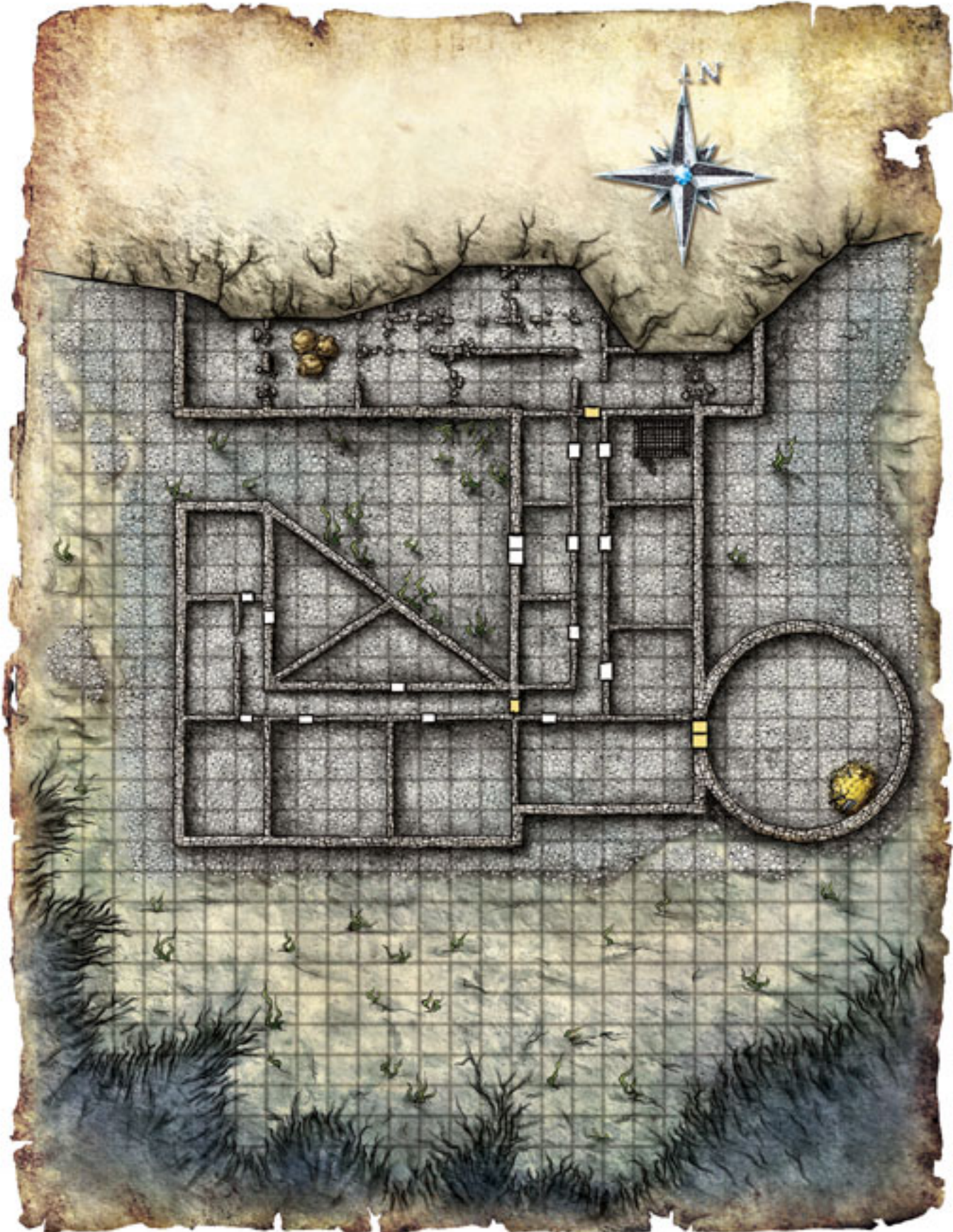
Main Deck



Fo'c'sle



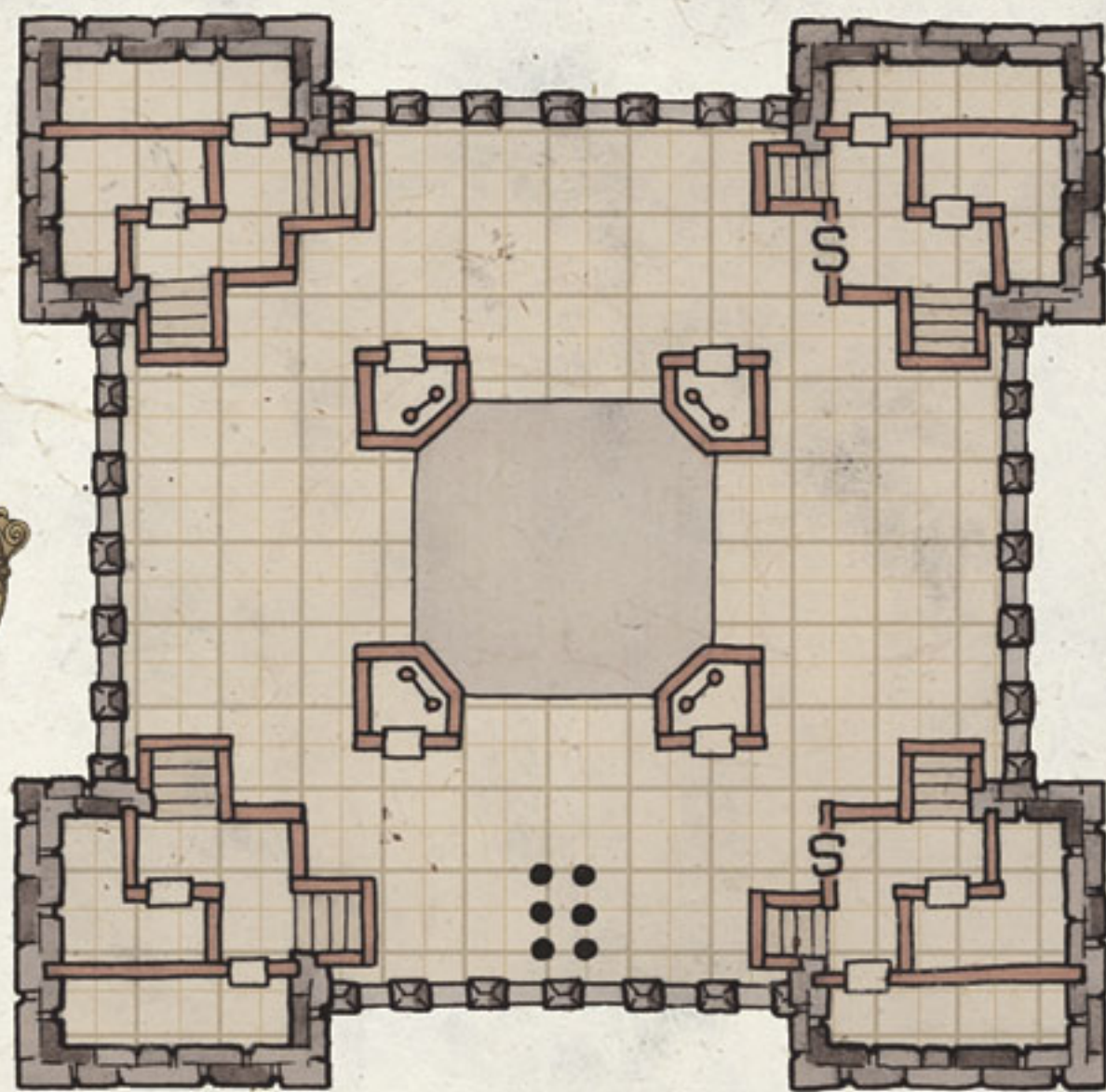
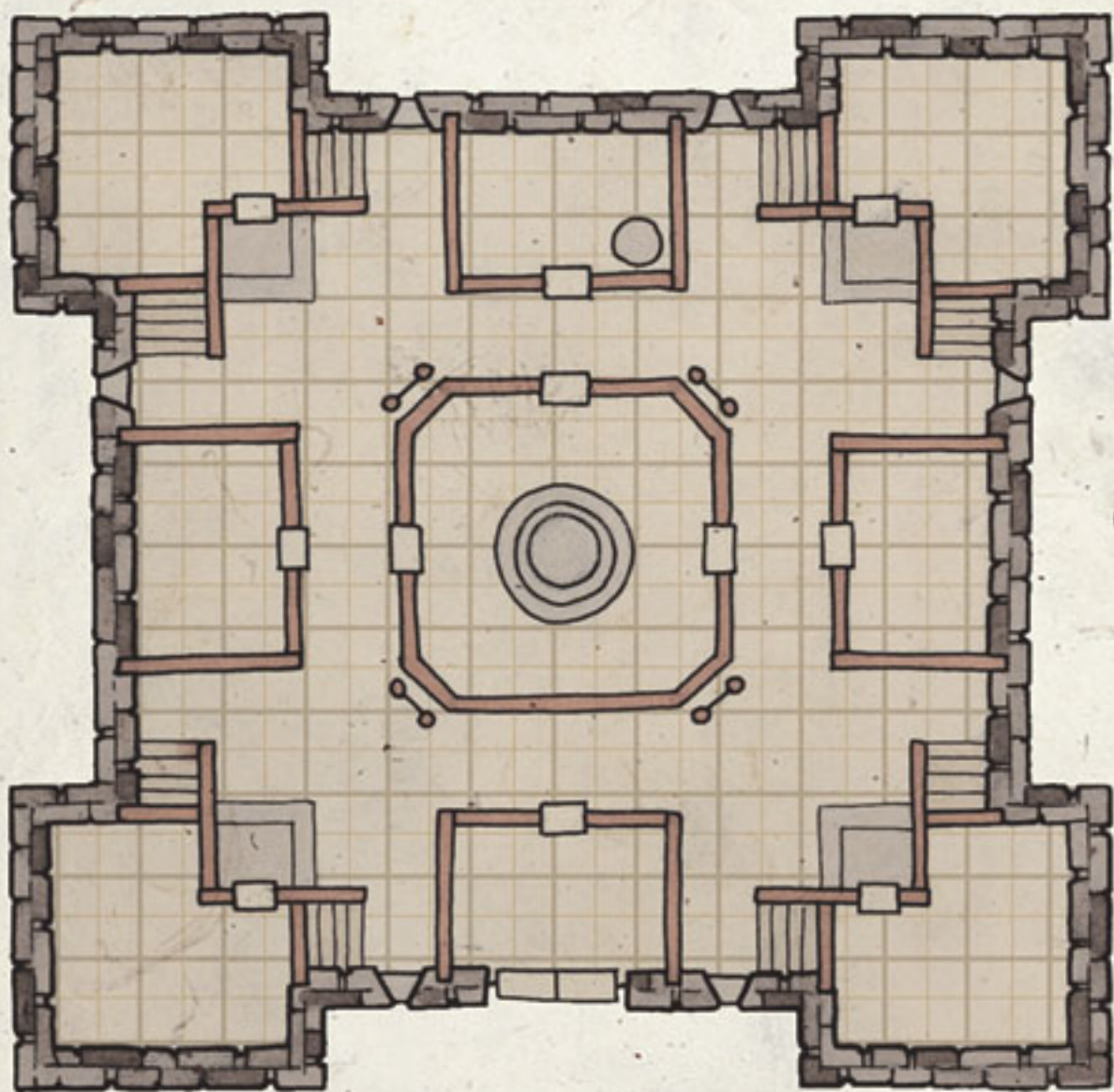
Quarterdeck



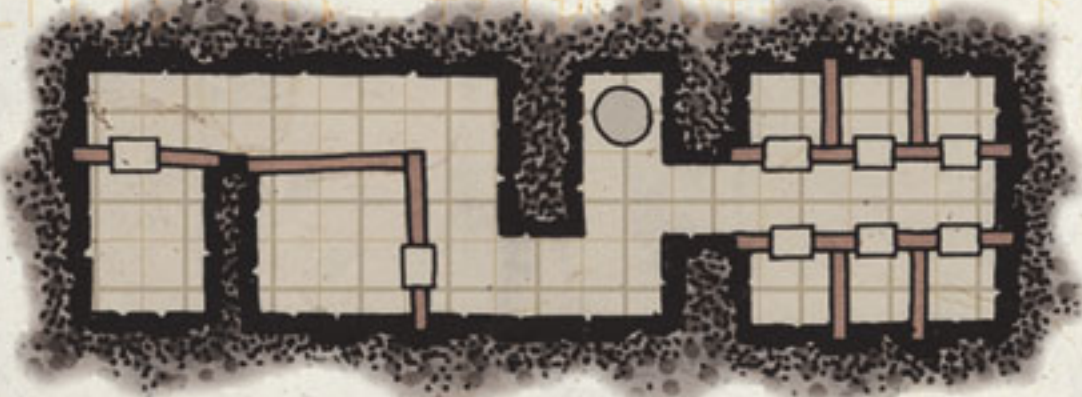
Satyr's Glen

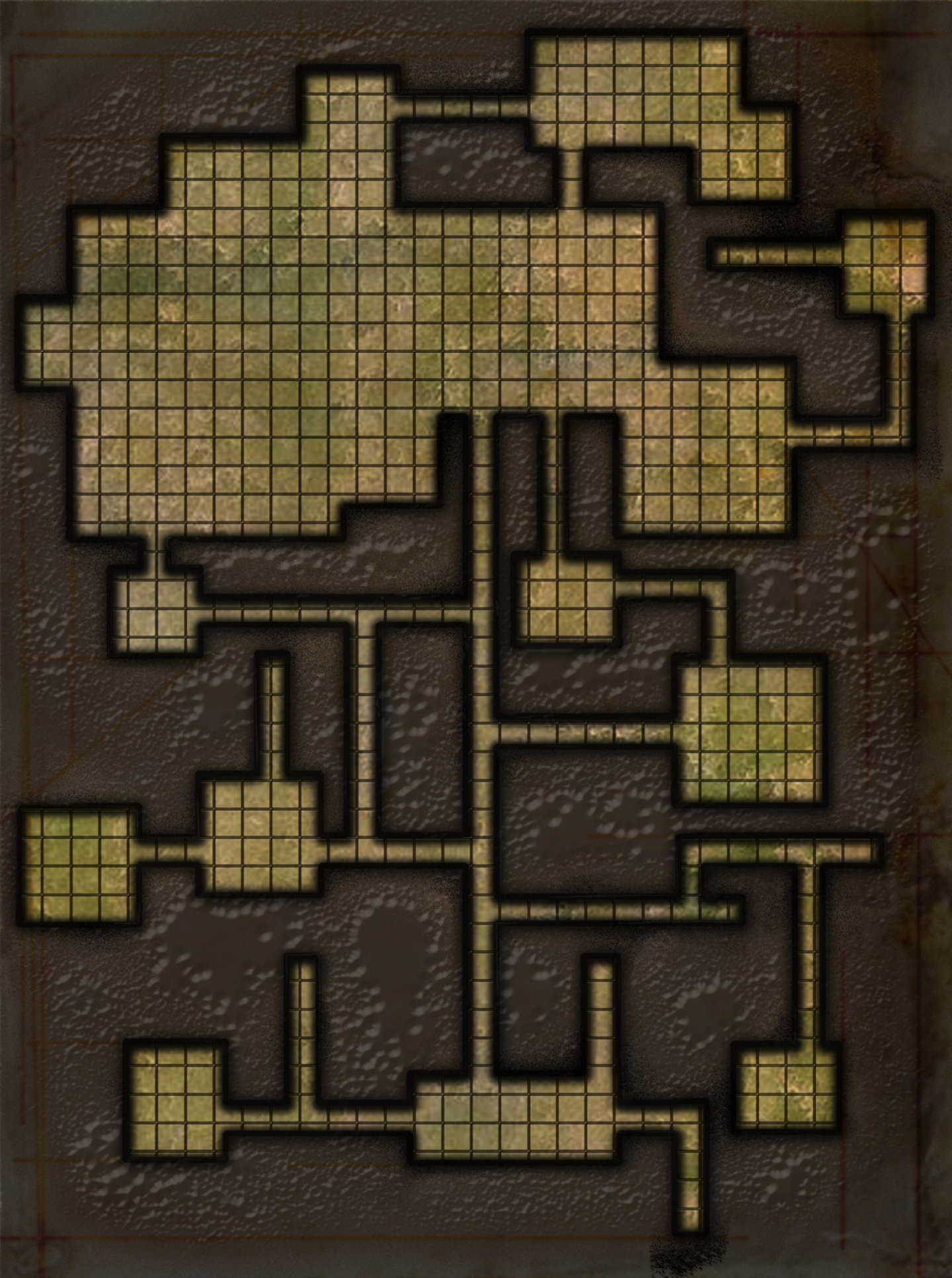
One square = 5 feet

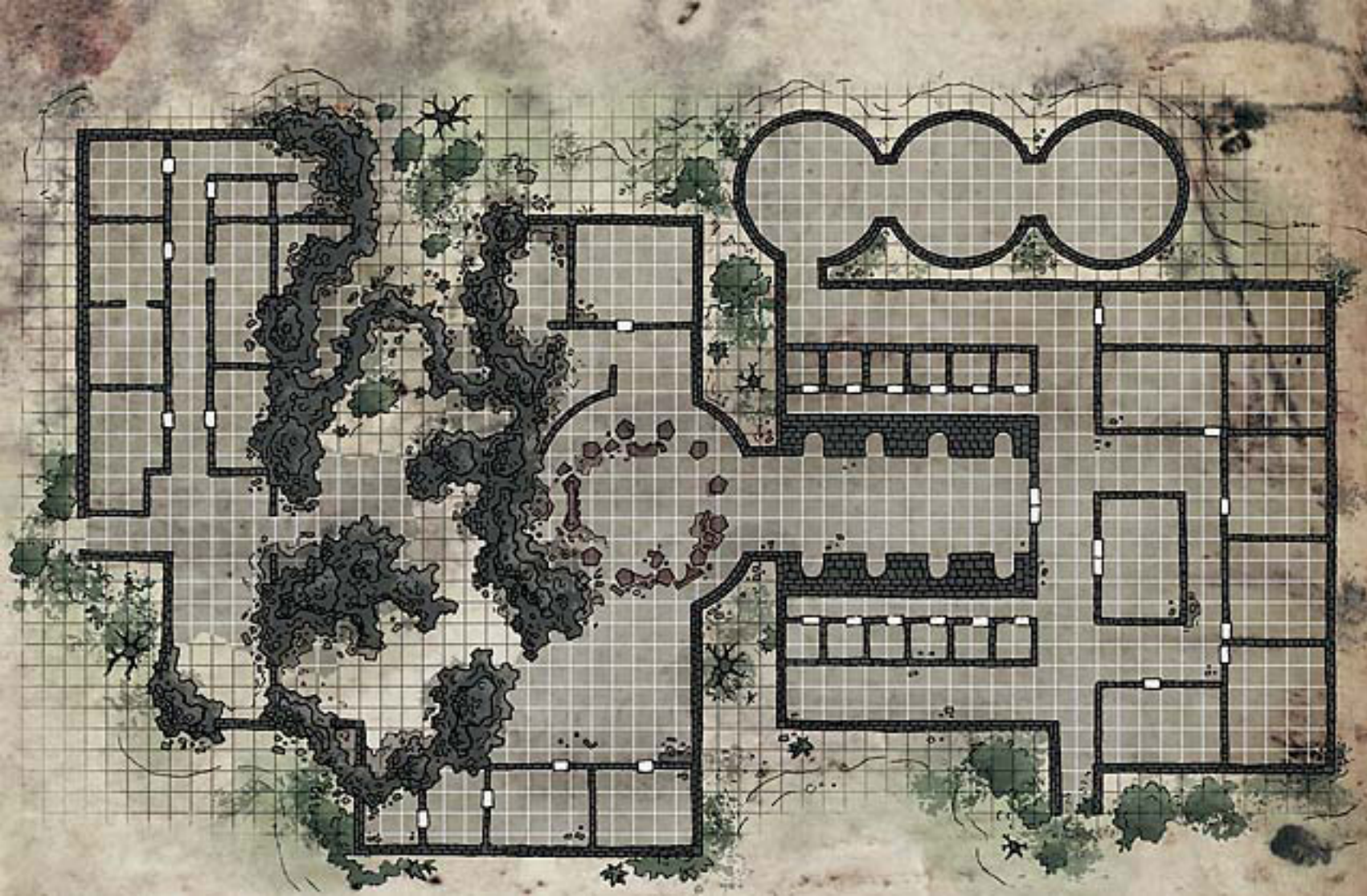




Handwritten text in a stylized, possibly cursive or shorthand script, located below the floor plans. The text is written in brown ink and appears to be a series of connected characters or symbols.







A Sacred Space

One square = 5 feet



Village of Barovia



KNIGHT OF THE FLYING HUNT

typical castle



One square = 10 feet



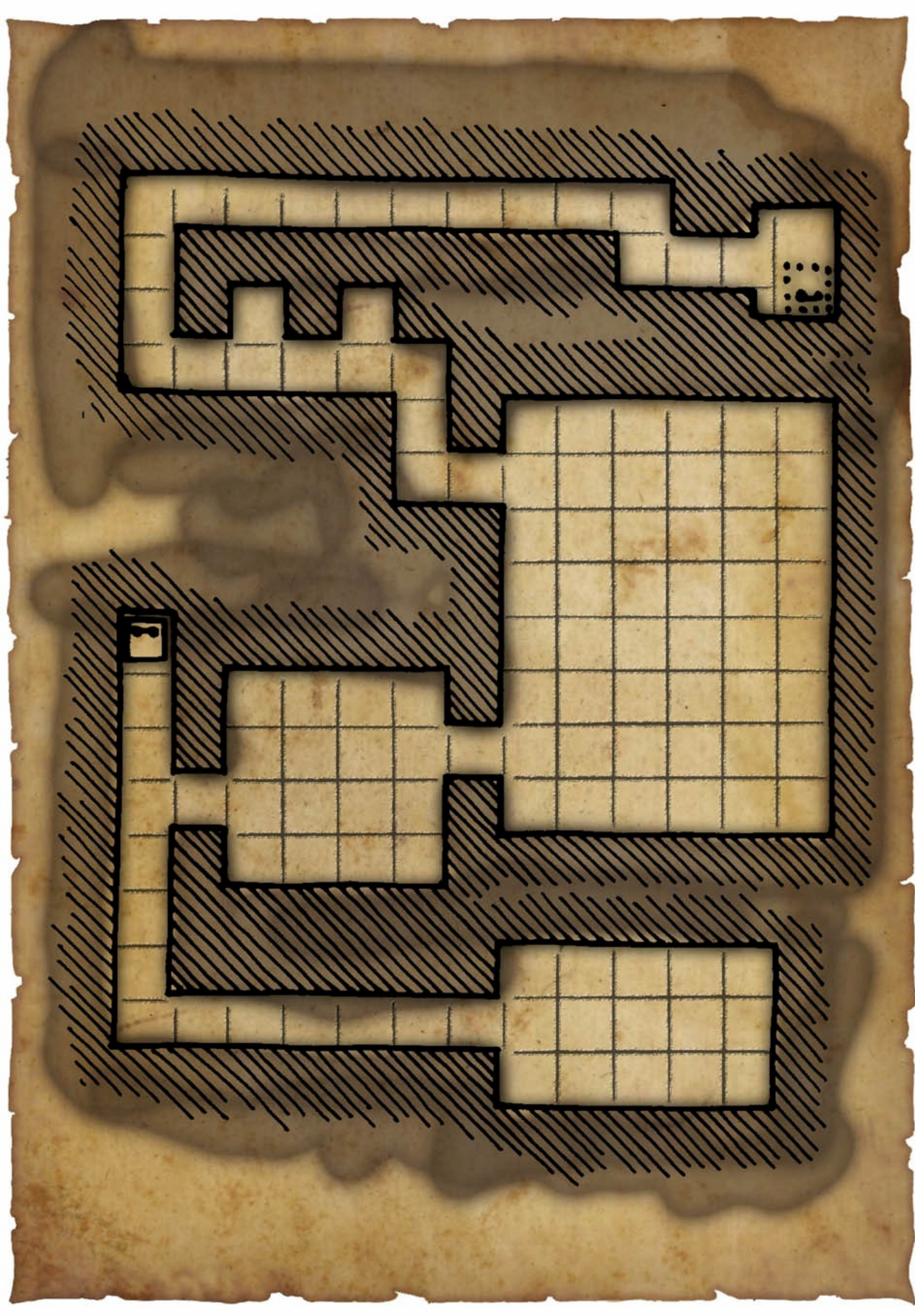
KEY

- | | | |
|-----------|---------------|---------------------------------|
| 1 Storage | 5 Main hall | 9 Lord's chambers |
| 2 Pantry | 6 Guard rooms | 10 Lord's offices and study |
| 3 Armory | 7 Kitchen | 11 Pegasus platform and stables |
| 4 Stables | 8 Guest room | |

WEST

Dragonport

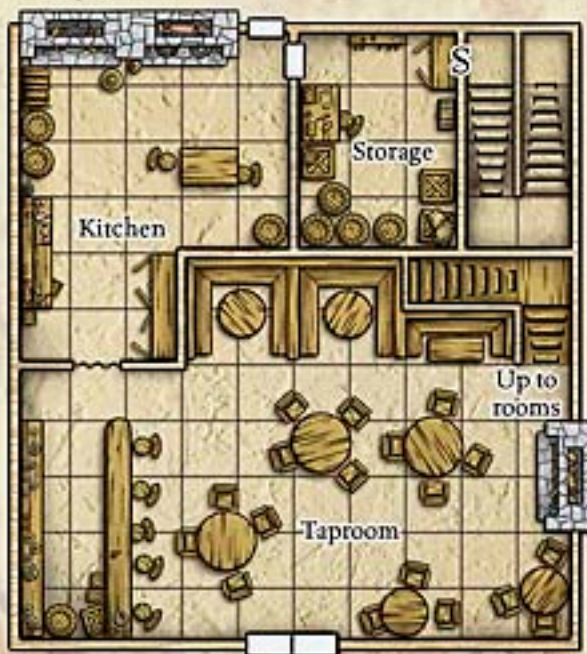




The Bottle and Blade Speakeasy

Ground Floor

One square = 5 feet

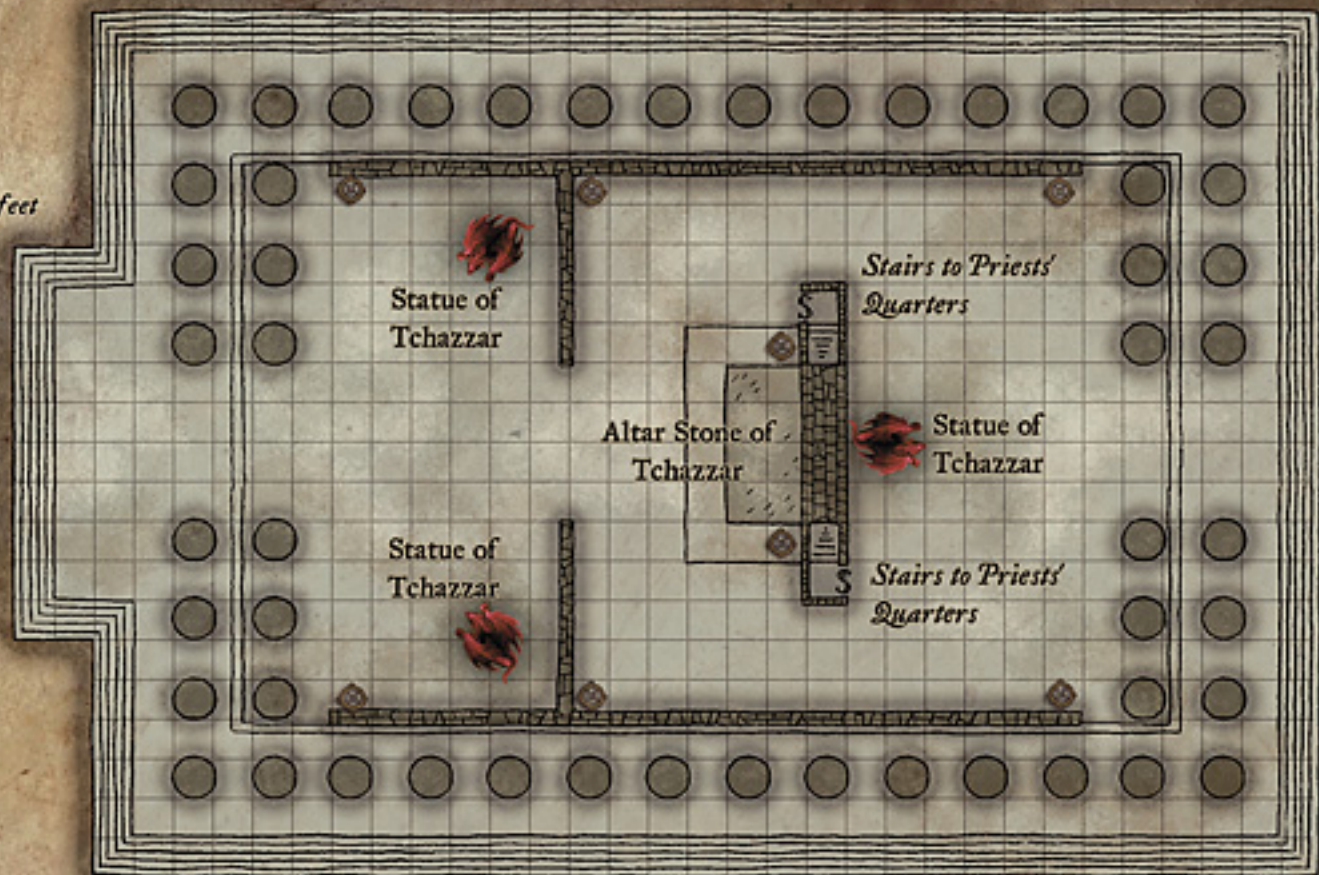


Basement



The Great Palace of the Sceptenar

□ : 5 feet



NORTH





SHRINE OF THE SERPENT

Key

Level 1: Essthus's lair

- 1. Desecrated shrines
- 2. Watchtowers
- 3. Living quarters

Level 2: Pureblood halls

- 4. Desecrated shrines
- 5. Living quarters

Level 3: Breeding chambers

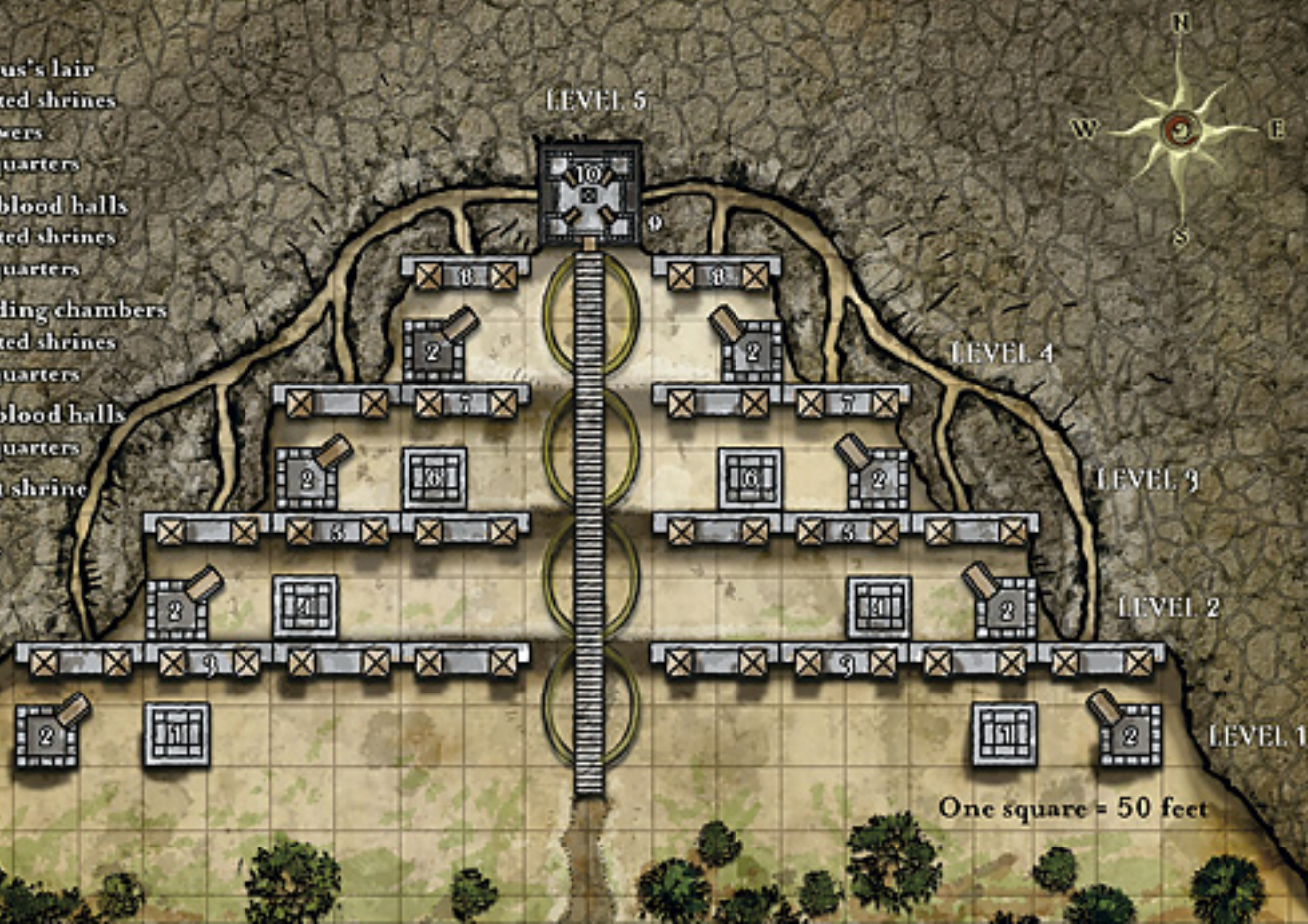
- 6. Desecrated shrines
- 7. Living quarters

Level 4: Halfblood halls

- 8. Living quarters

Level 5: Great shrine

- 9. Pit
- 10. Bridge



SYRKARN

AHNADIV MOUNTAINS

RIEDRA

SHALQUAR

MALSHASHAR

KASSHTA
KEEP

KOOR

MAAYA

PYQAT

VULPANA
FALLS

TASHALATORA

JATHARA
SOUND

KORRANDAR

MIGRAAM

IL-SHAKTI

HANUMAN

UUTKLEZA

LOOHAR

GHOZA

GHOZA RIVER

RAAN

AH DRYATMIN

KHADA

RUUKOSI RIVER

RUUKOSI

JATHARA
SOUND

XEPHANAN

YMTARAI

MEERKISH

HAZTARATAIN
MONASTERY

HONSAA

XARYAI RIVER

MEER
RIVER

DYALYA

PIHDRI

BISHMA

AHDRI RIVER

SHAMBALA

DVAARNAVA

ADAR

















0 100
MILES

Lakes of Bile



VAMPIRE LORD'S CASTLE

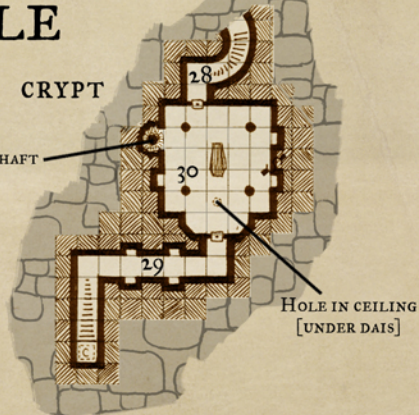
-  Strong wooden door
-  Strong wooden door [locked]
-  Secret door [Search DC 25]
-  Curtain
-  Trapdoor in floor
-  Trapdoor in ceiling
-  Stone pillar
-  Fireplace
-  Window
-  Suit of armor
-  Chair
-  Well
-  Barrels
-  Table



GROUND FLOOR

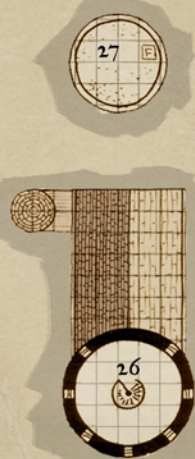


CRYPT



1. Stone causeway
2. Main hall
3. Kitchen
4. Gardener
5. Servants' quarters
6. Pantry/storage
7. Trapdoor to crypt
8. Courtyard
9. Secret hallway
10. Tower study
11. Jailer's room
12. Upstairs hall
13. Sunset balcony
14. Bedroom
15. Bathroom
16. Spiral staircase
17. Parapet
18. Library
19. Study
20. Workroom
21. Stone bridge
22. Prison cells
23. Master bedroom
24. Bathroom
25. Gallery
26. South tower peak
27. North tower rooftop
28. Secret staircase [to area 10]
29. Hall with alcoves [from area 7]
30. Locked crypt

One square = 5 feet



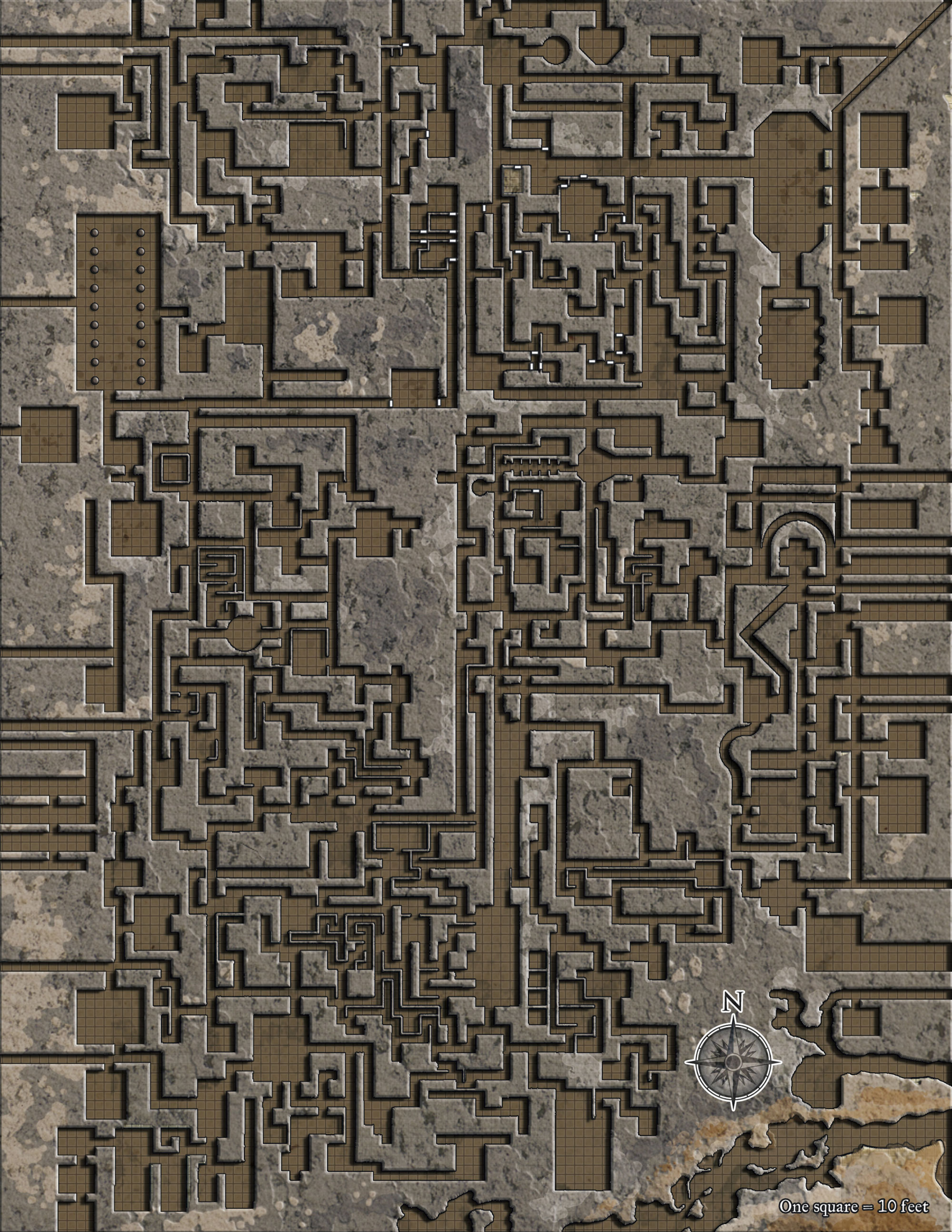
FOURTH FLOOR



THIRD FLOOR

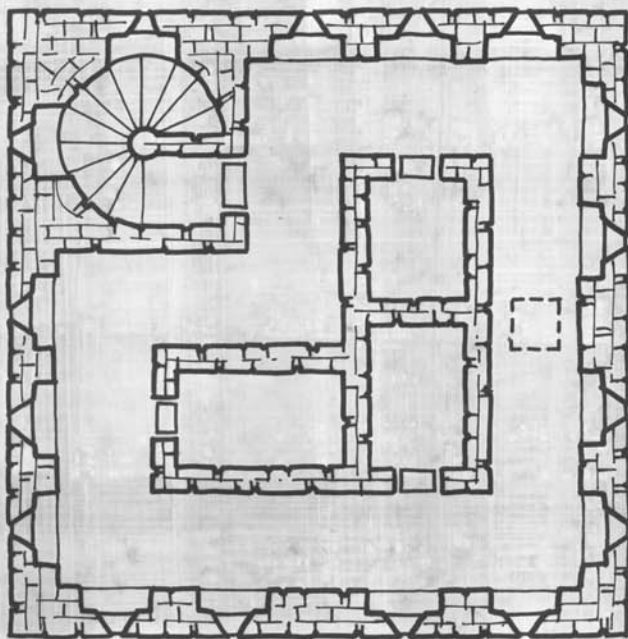


SECOND FLOOR

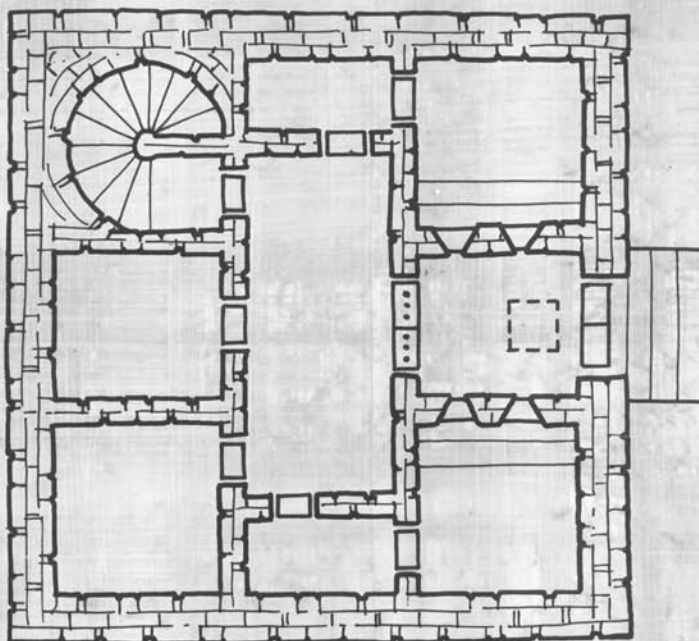
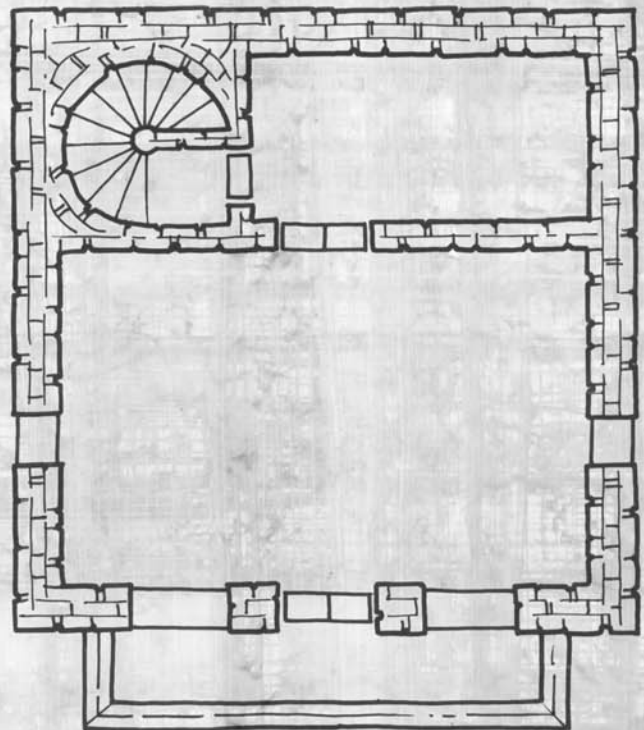


One square = 10 feet

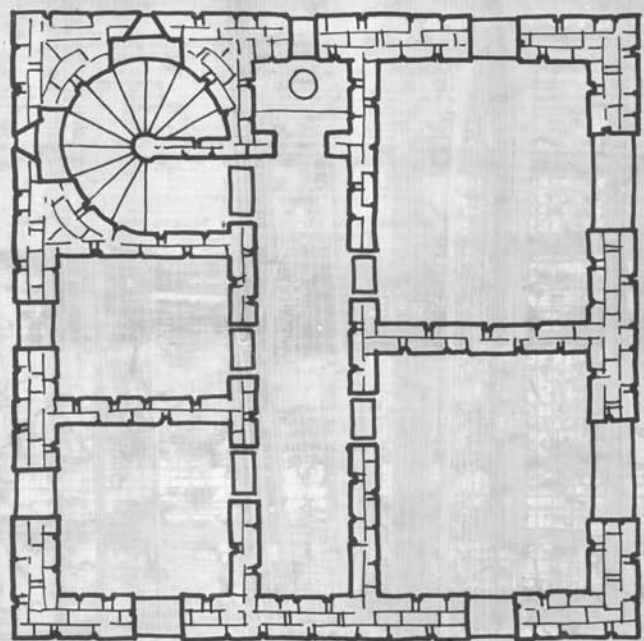
2



1

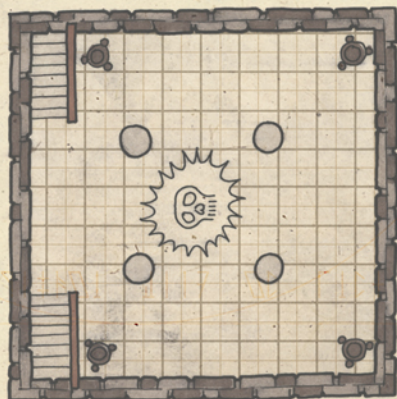
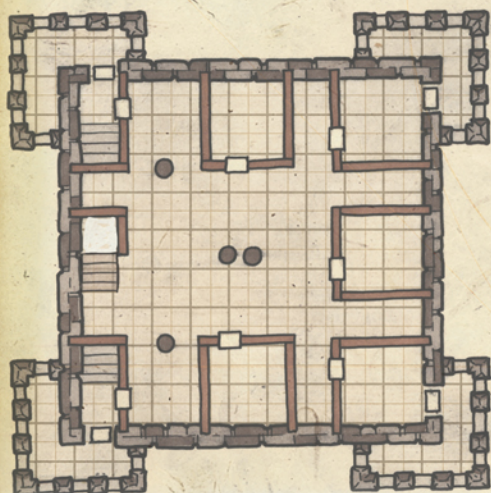
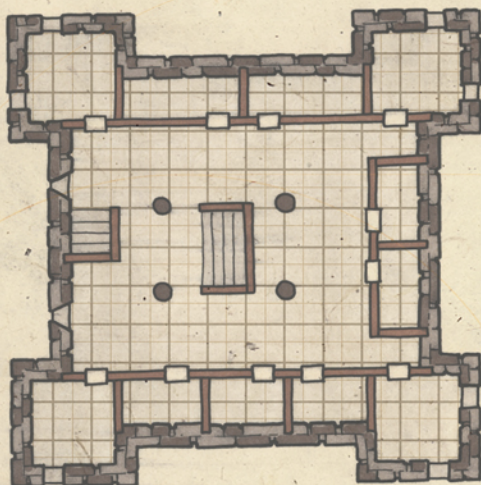
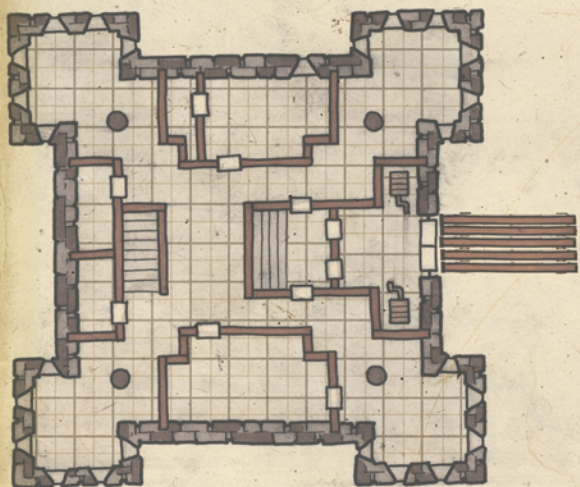
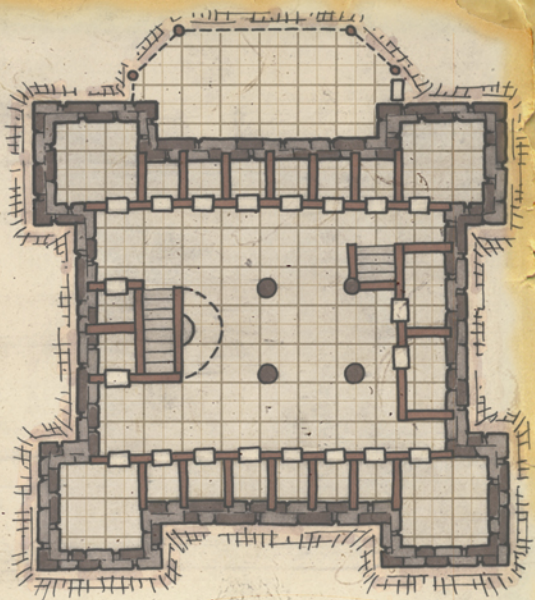
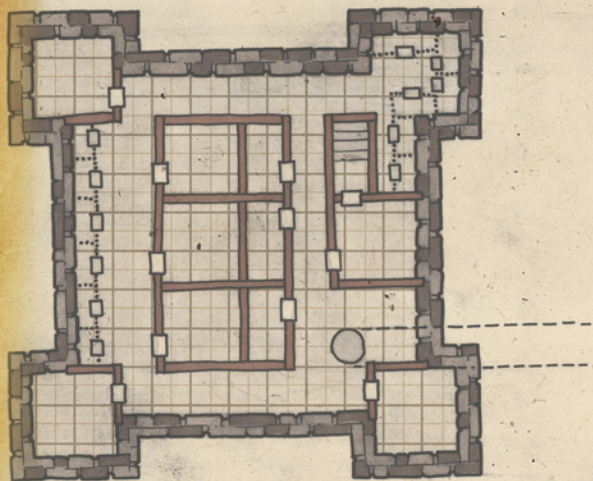


3



4

Keep



HALL OF THE FIRE GIANT KING

ENTRANCE LEVEL



DOWN TO 2

S

ONE SQUARE=10 FEET


The Necrotic Cradle

One square = 5 feet

Brilliant Abyss


Central Spiral

Dark Abyss



This is a top-down map of 'The Necrotic Cradle' on a grid where one square equals 5 feet. The map features a central spiral labeled 'Central Spiral' surrounded by a 'Brilliant Abyss'. Below this is a 'Dark Abyss' which is a large, dark, irregularly shaped area. To the right of the Dark Abyss is a large, dark, cross-shaped structure. The map is framed by a decorative border.

Side View



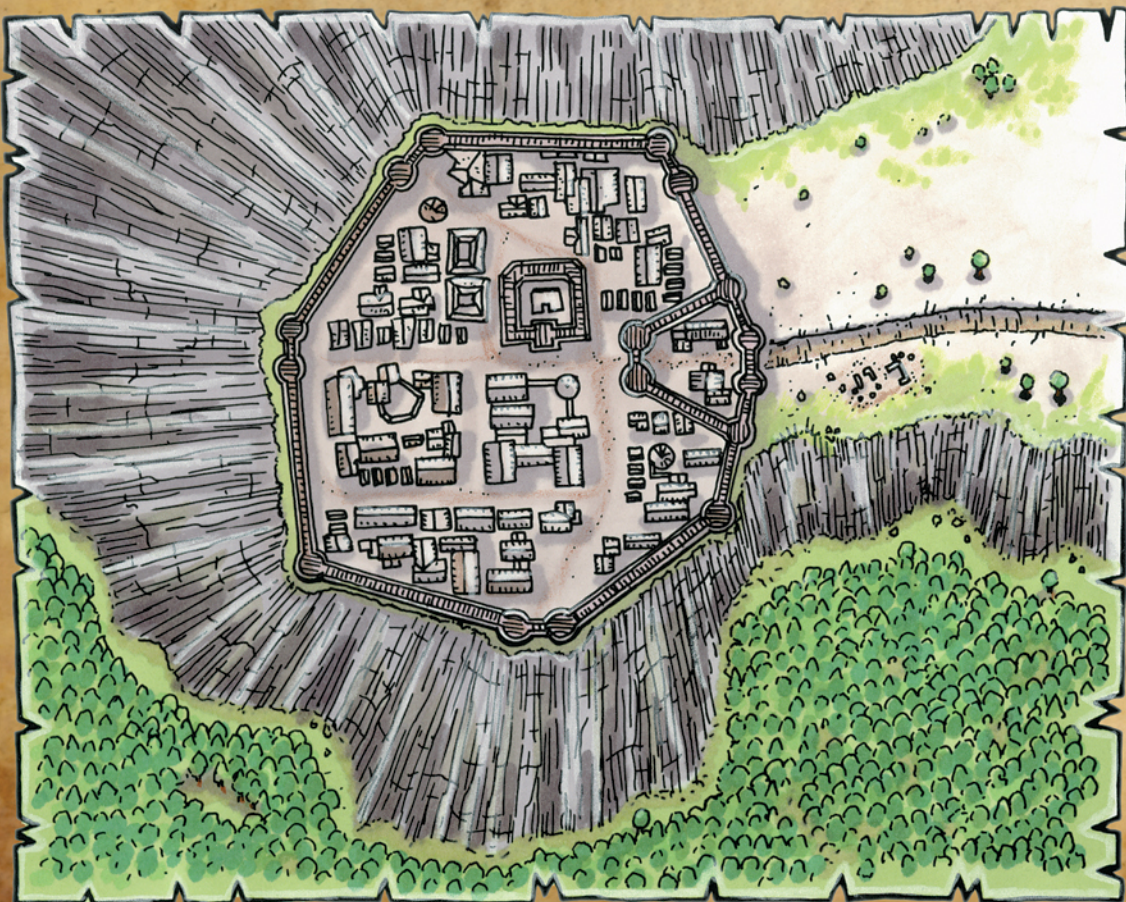
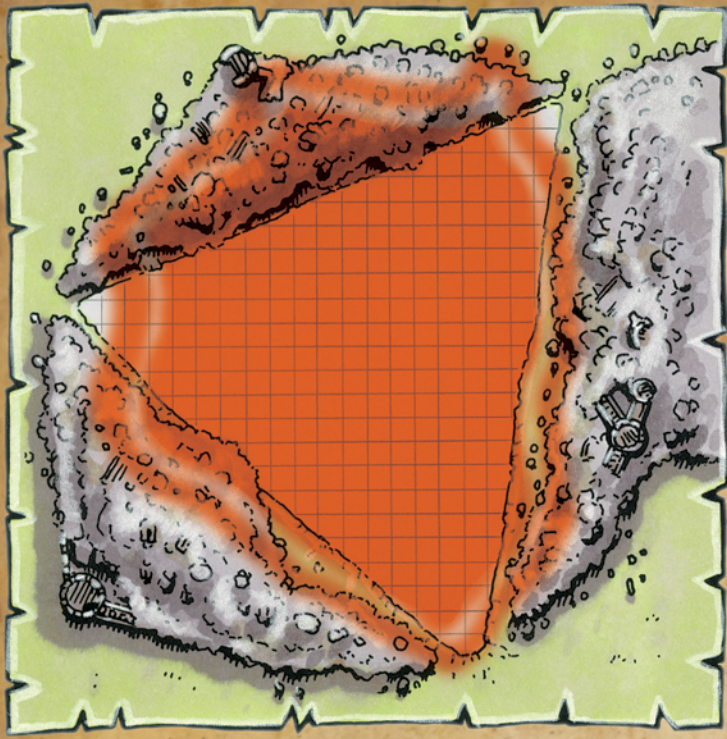
This is a side view of the Necrotic Cradle, showing a large, dark, cross-shaped structure. The structure has a large, circular opening on its right side. The background is a light, textured surface.

Ghostly Lair

One square = 5 feet







Iejirokarthel (Blood Home)

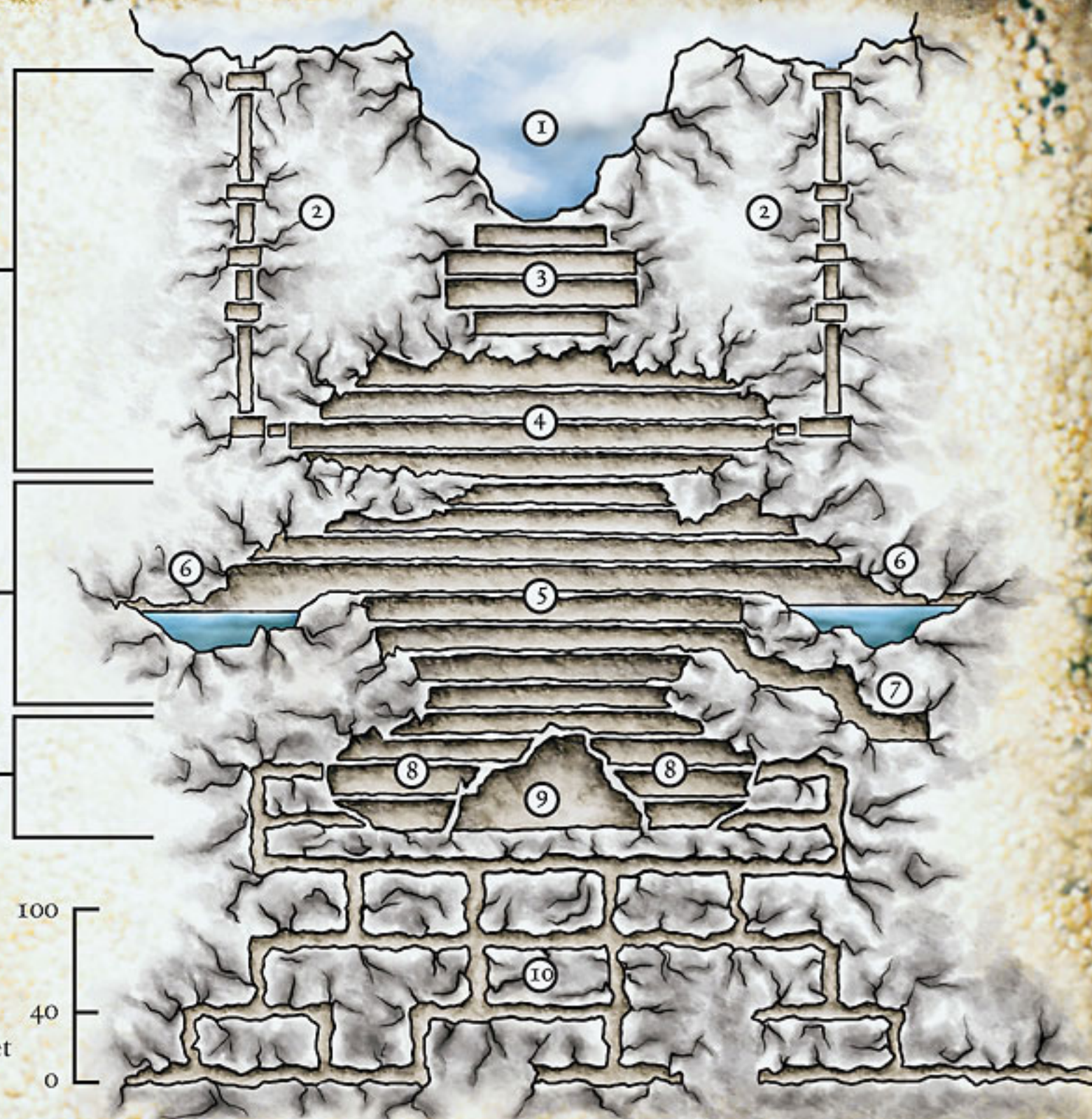
1. Sinkhole
2. Counterweight elevators, guard posts, trapped levels
3. Contrived dungeon
4. Barracks, dire weasel stables, trapmakers
5. Hatchery, professional families, temple of Kurtulmak (accessible)
6. Redirected natural spring pools
7. Temple of Kurtulmak (trapped)
8. Ore processing
9. Common room
10. Mines

Defensive
front

Residential
ring

Staging
area

100
40
0
Feet





Command Center



Ruins

One Square = 10 Feet

ASSASSINATION

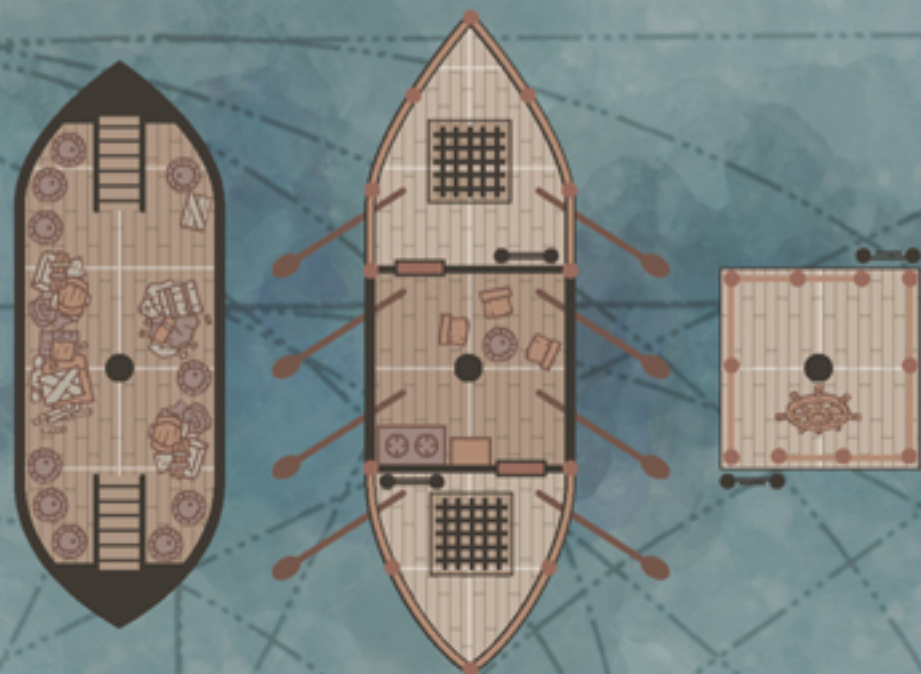


The Shining Sea



Keelboat

Pinnace

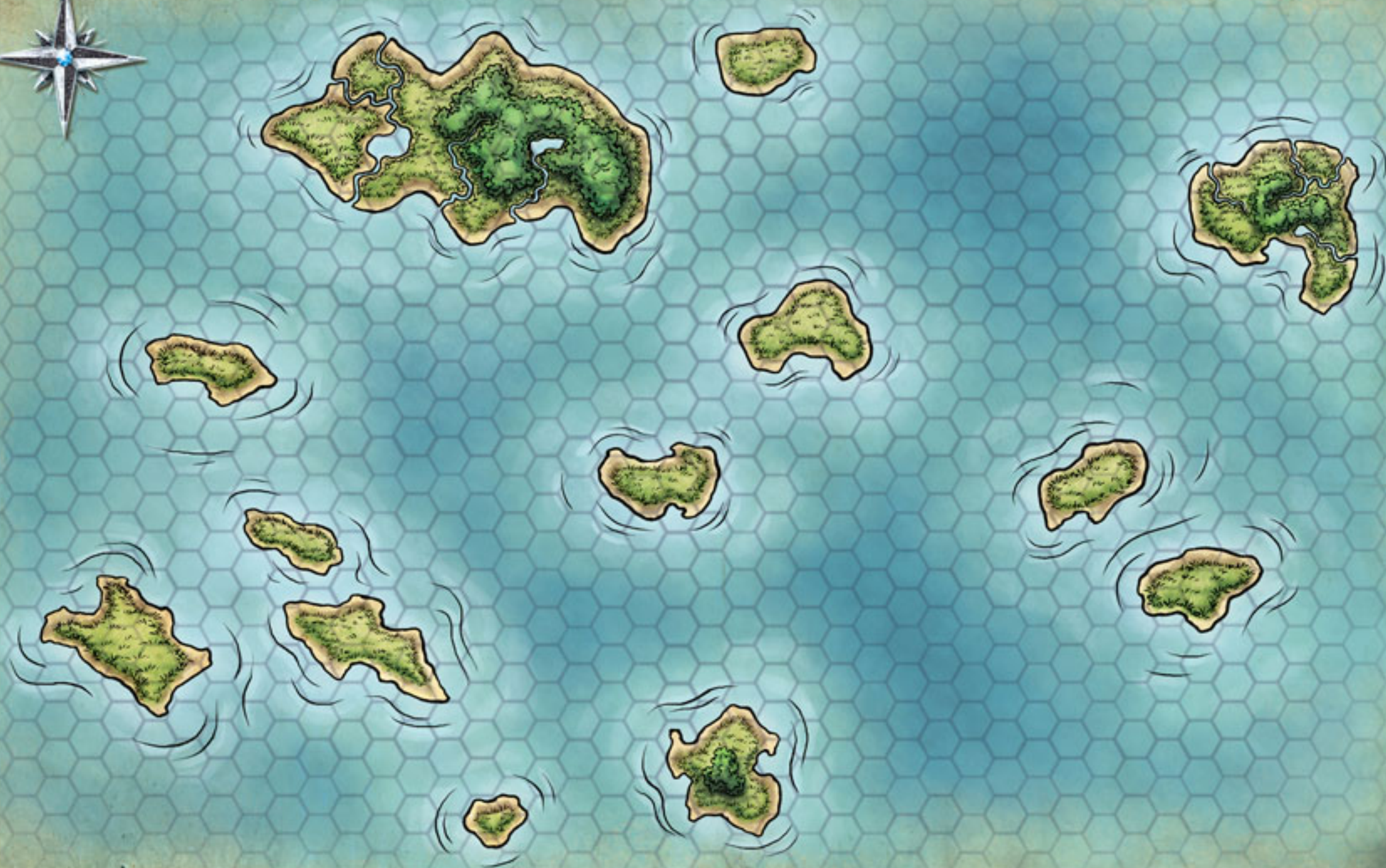


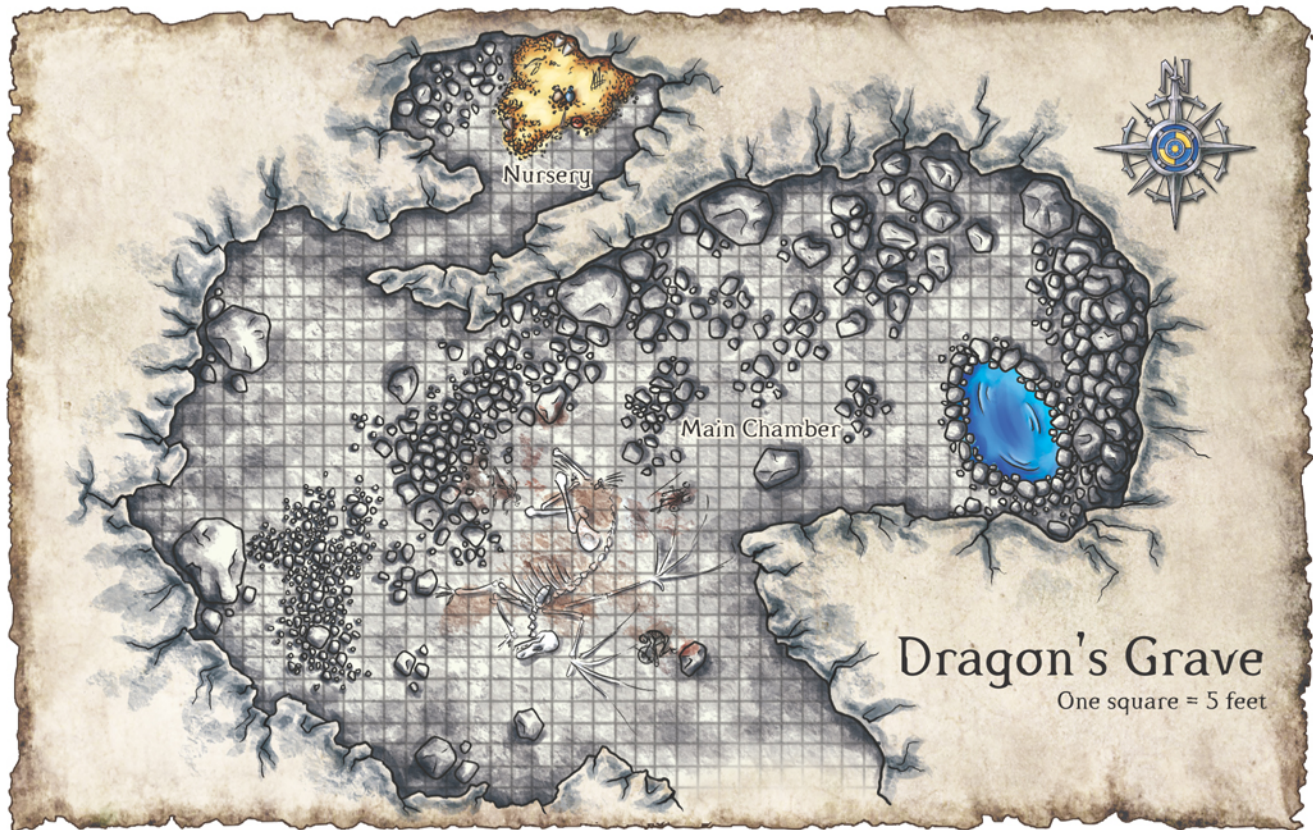
Cog



5 ft.

Steps Up		Stove		Hawsepipe		Oar	
Steps Down		Table/Shelf		Anchor		Partition	
Mast		Chair		Ballista		Ladder Up	
Door		Bunk		Porthole		Ladder Down	
Cask		Hatch		Ship's Wheel			
Cargo		Chimney		Rail			



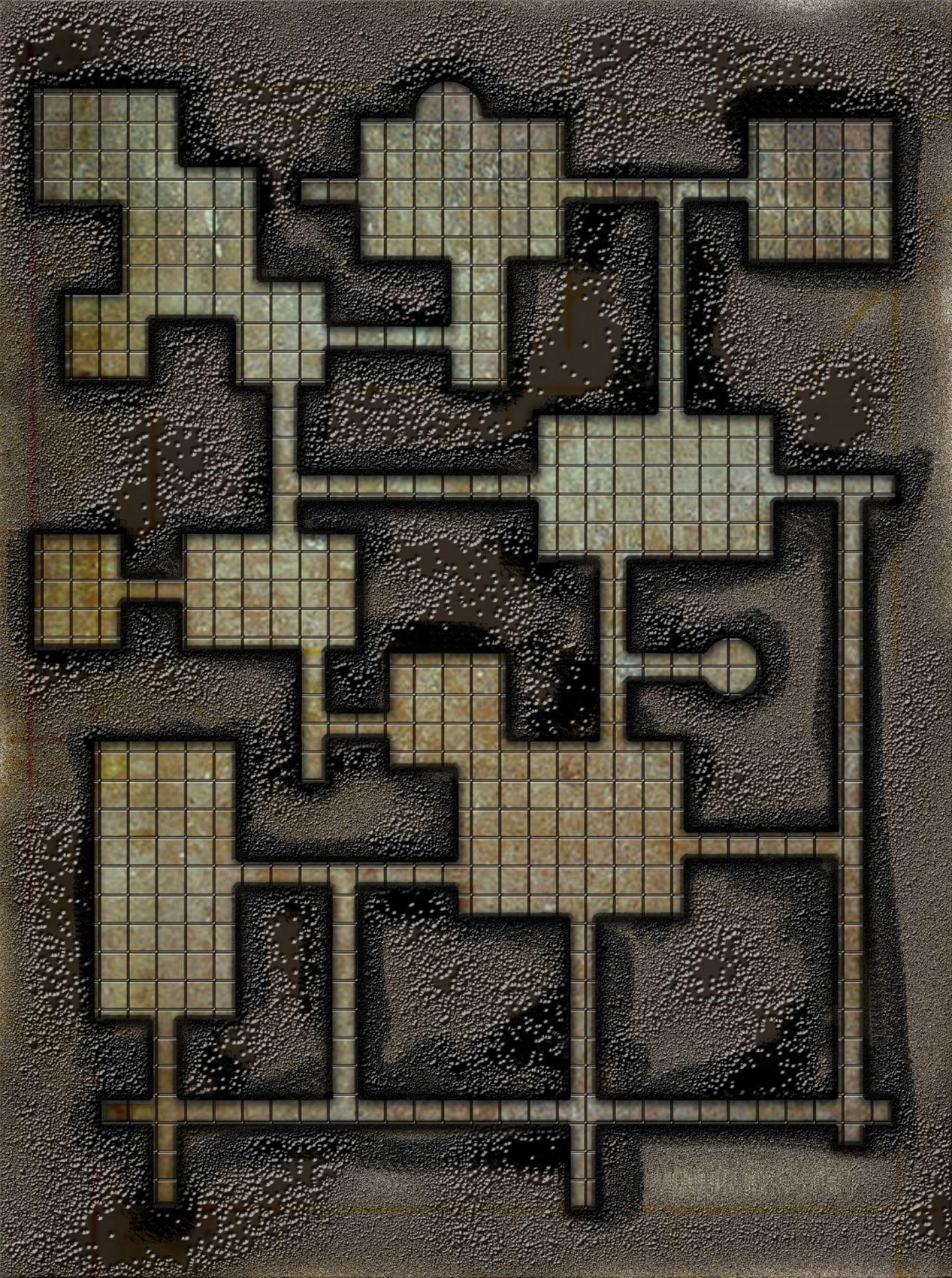


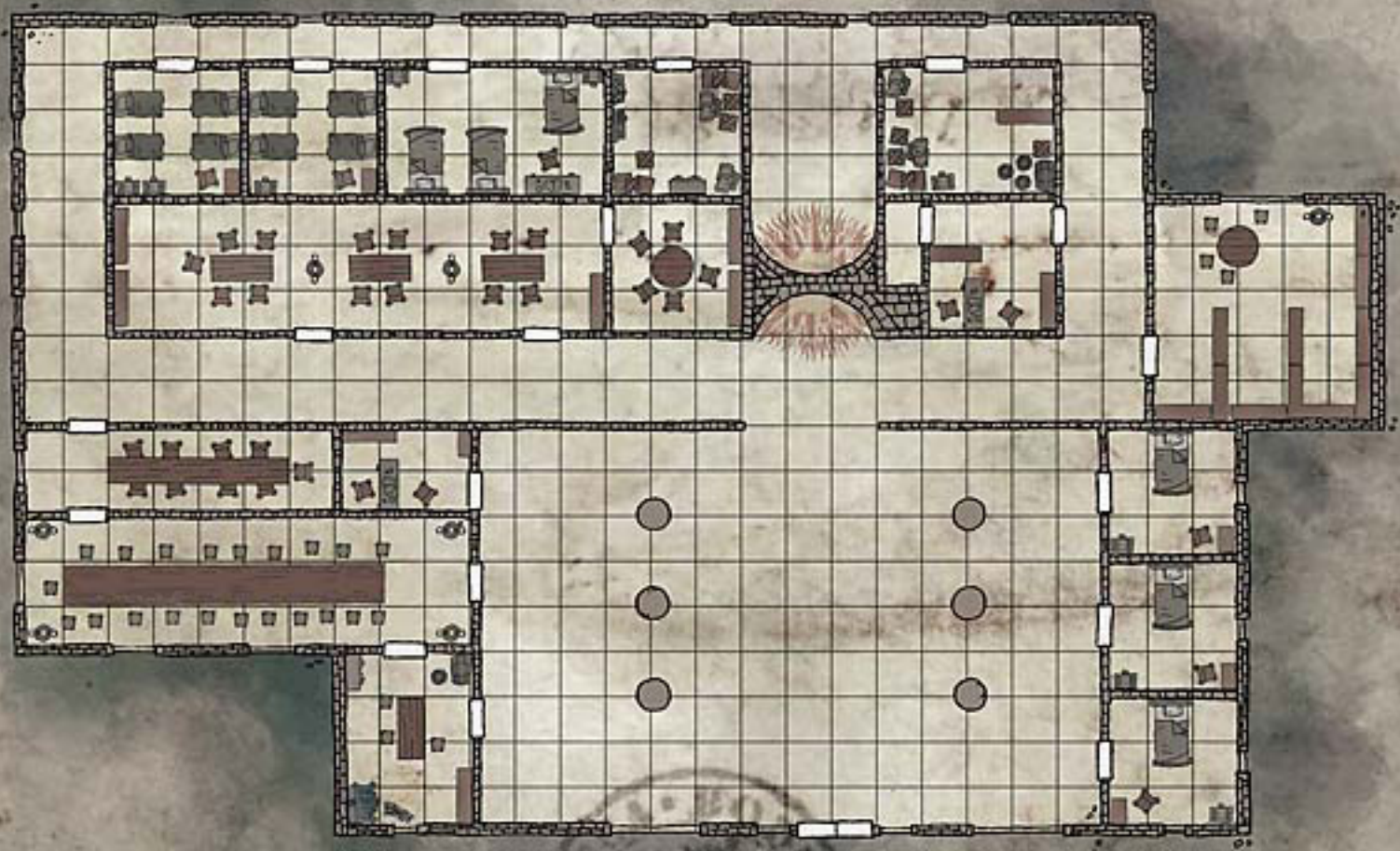
Nursery

Main Chamber

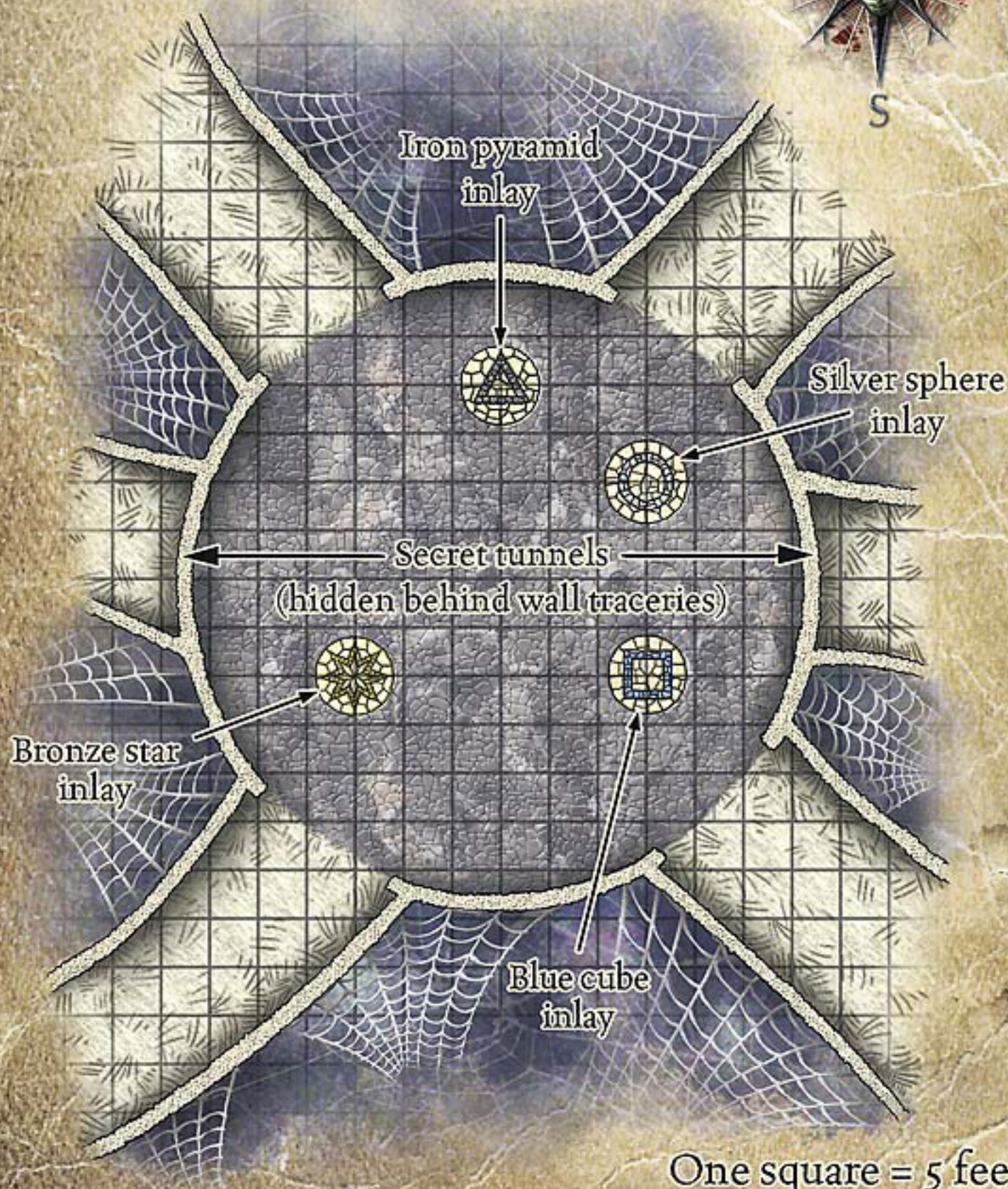
Dragon's Grave

One square = 5 feet



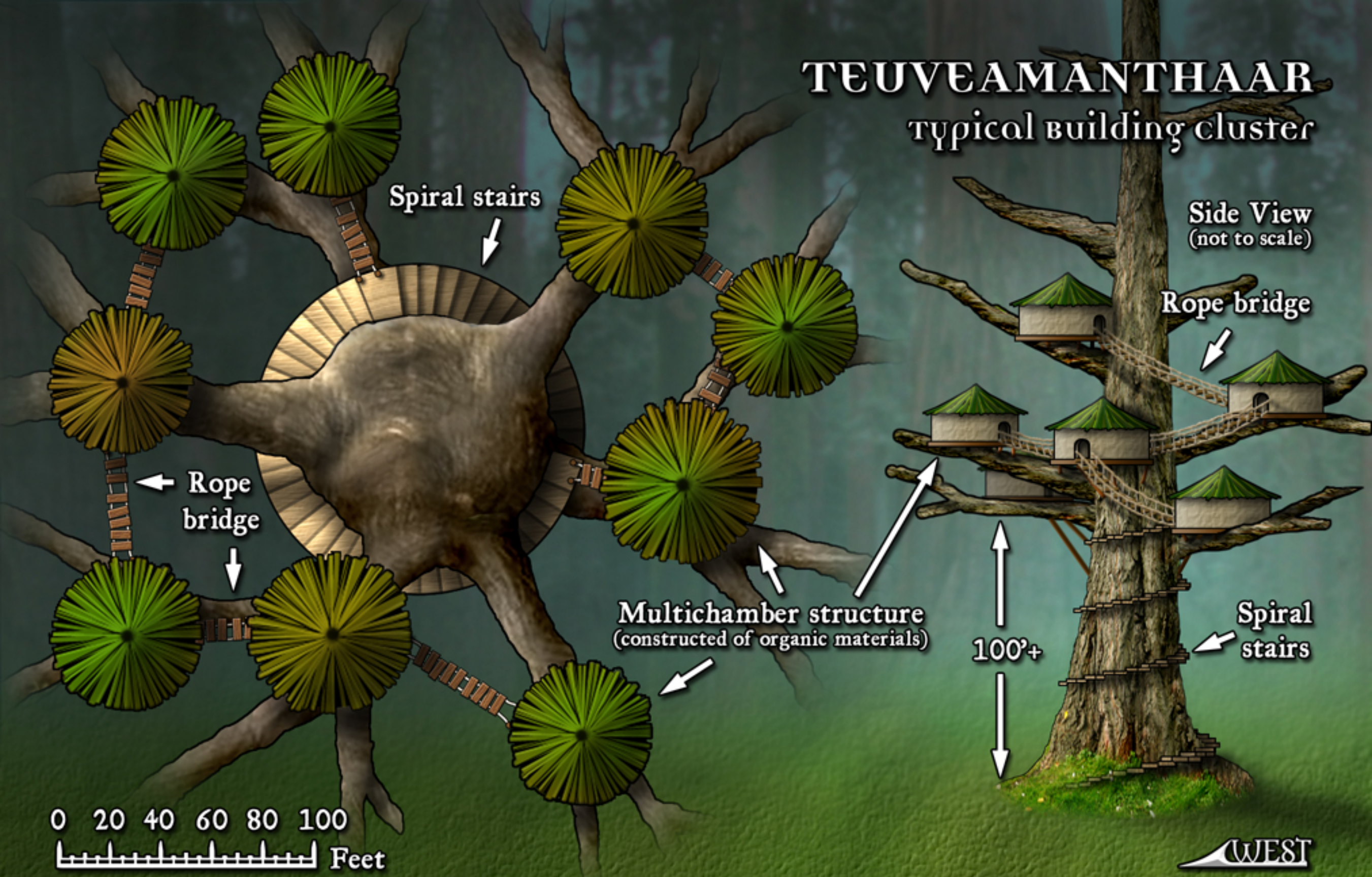


Hall of the Great Web



TEUVEAMANTHAAR

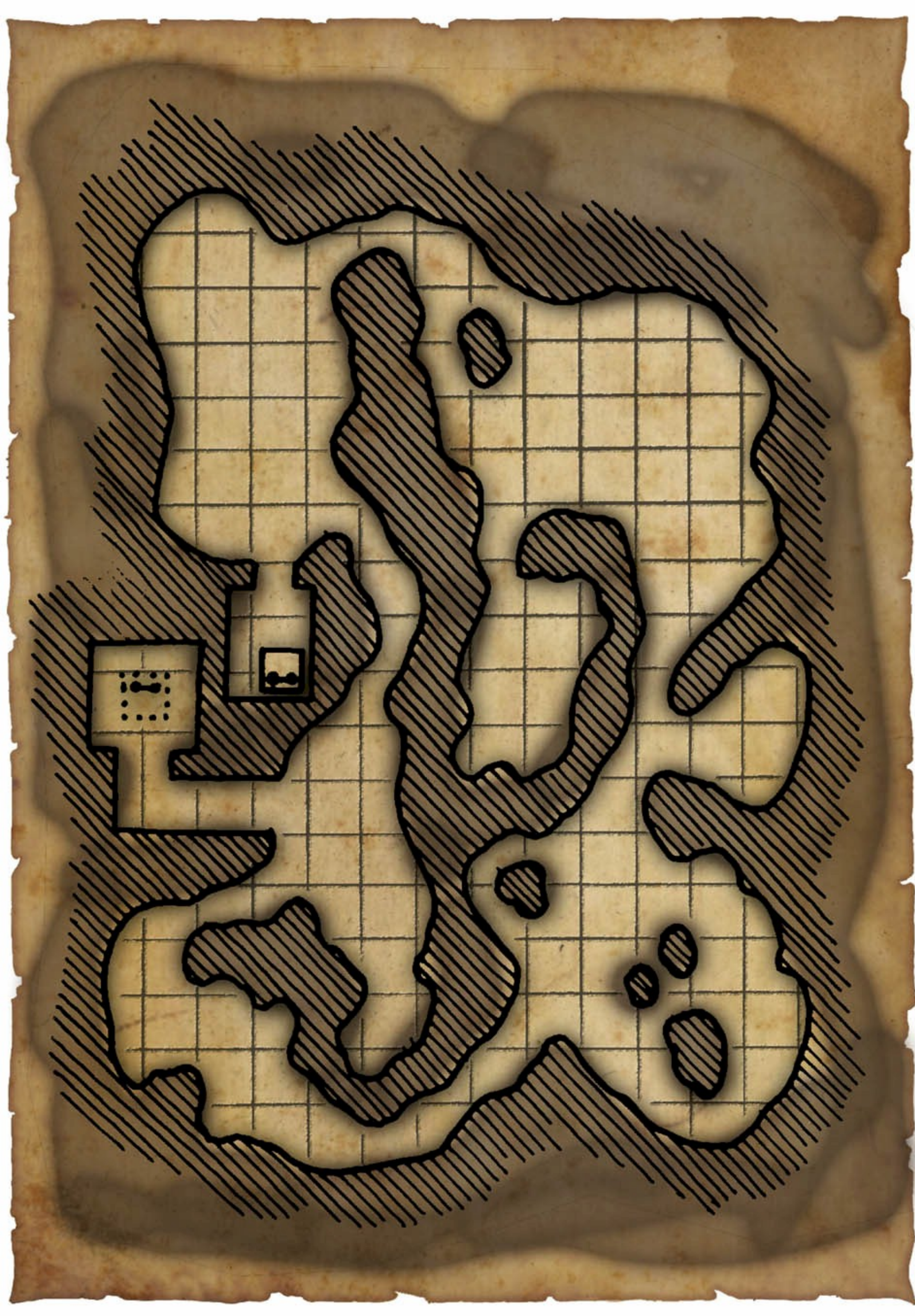
typical building cluster



Kaddastrei



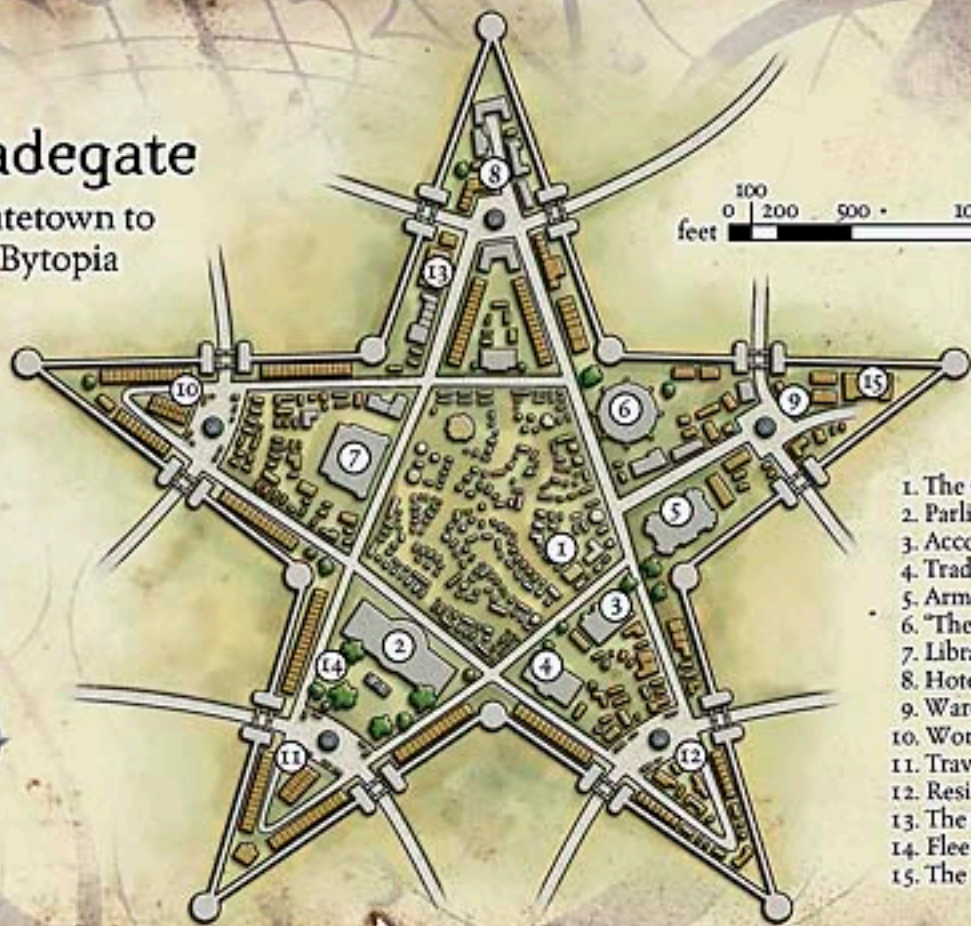
250 1000
0 500 2000 4000 10,000
feet
1 mile



Tradegate

Gatetown to
Bytopia

100
0 200 500 1000 2000
feet



1. The Grand Bazaar
2. Parliament
3. Accounting House
4. Trademill Mint
5. Armory
6. "The Gold Guard" city barracks
7. Library
8. Hotel district
9. Warehouse district
10. Workers' district
11. Travelers' district
12. Residents' district
13. The Golden Hound Inn
14. Fleetwater Park
15. The Workhouse

Eternal Vortex

One square = 5 feet

To
surface

To surface



Dragon Lair

One square = 5 feet

1. Main entrance
2. Spare chamber
3. Mundane storage
4. Guard house
5. Guest chamber
6. Antechamber
7. Hoard vault



dragonback mountain


















Nessus (Surface View)

0 50 100 200 500
miles



SHADOW HOUSE



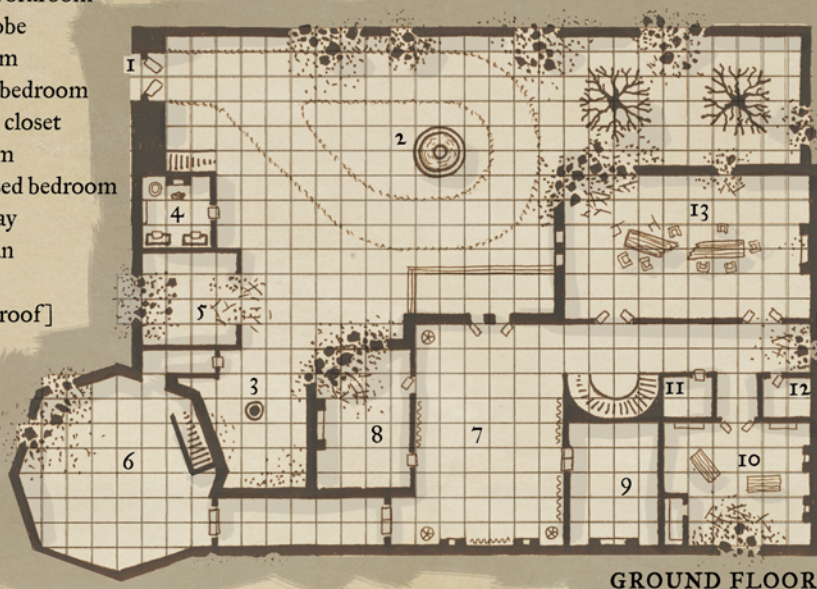
-  Strong wooden door
-  Window [smashed]
-  Arrow slit
-  Suit of armor
-  Tapestry
-  Fireplace
-  Chair
-  Table
-  Topped chair
-  Well
-  Wardrobe/shelf

One square = 5 feet

1. Gate
 2. Ornate fountain
 3. Stone well
 4. Smithy
 5. Stablehouse
 6. Tower
 7. Main hall
 8. Parlor
 9. Smoking room
 10. Kitchen
 11. Garderobe
 12. Storage
 13. Dining hall
 14. Upstairs hallway
 15. Master bedroom
 16. Library
 17. Study
 18. Secret workroom
 19. Garderobe
 20. Bedroom
 21. Ruined bedroom
 22. Storage closet
 23. Bedroom
 24. Collapsed bedroom
 25. Causeway
 26. Barbican
 27. Tower
- [hole in roof]



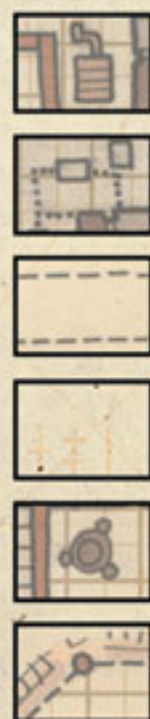
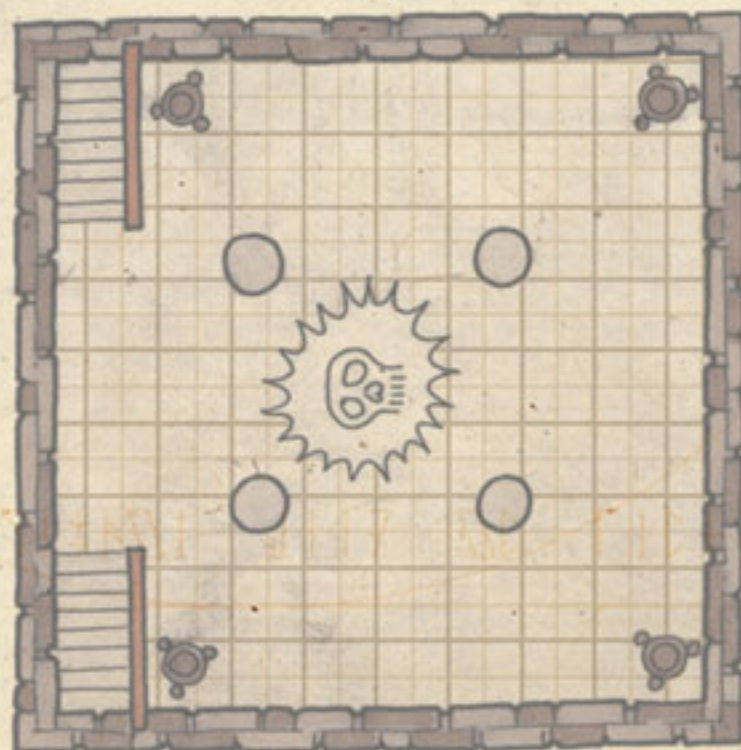
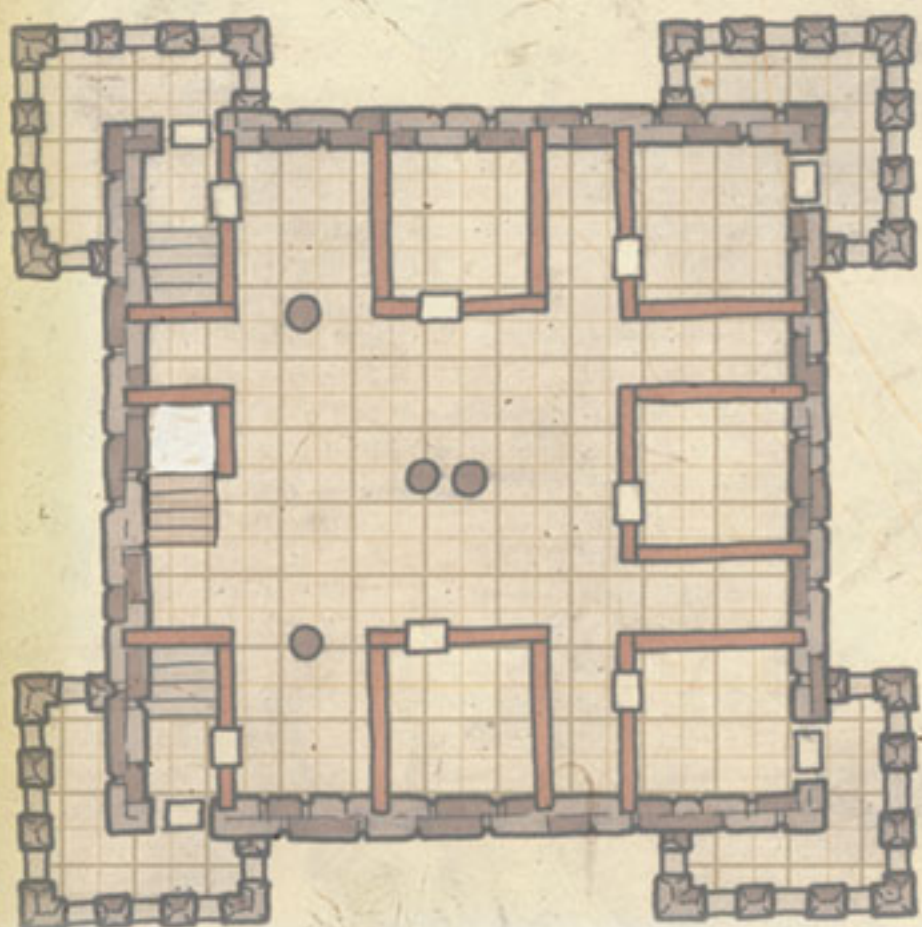
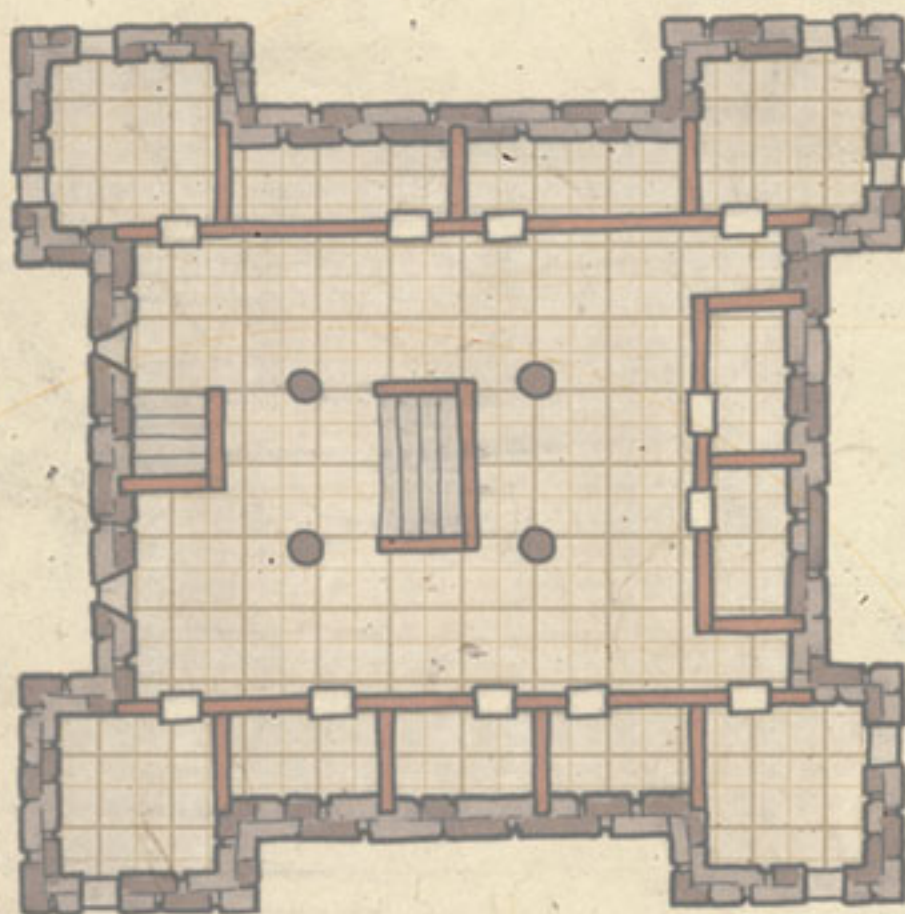
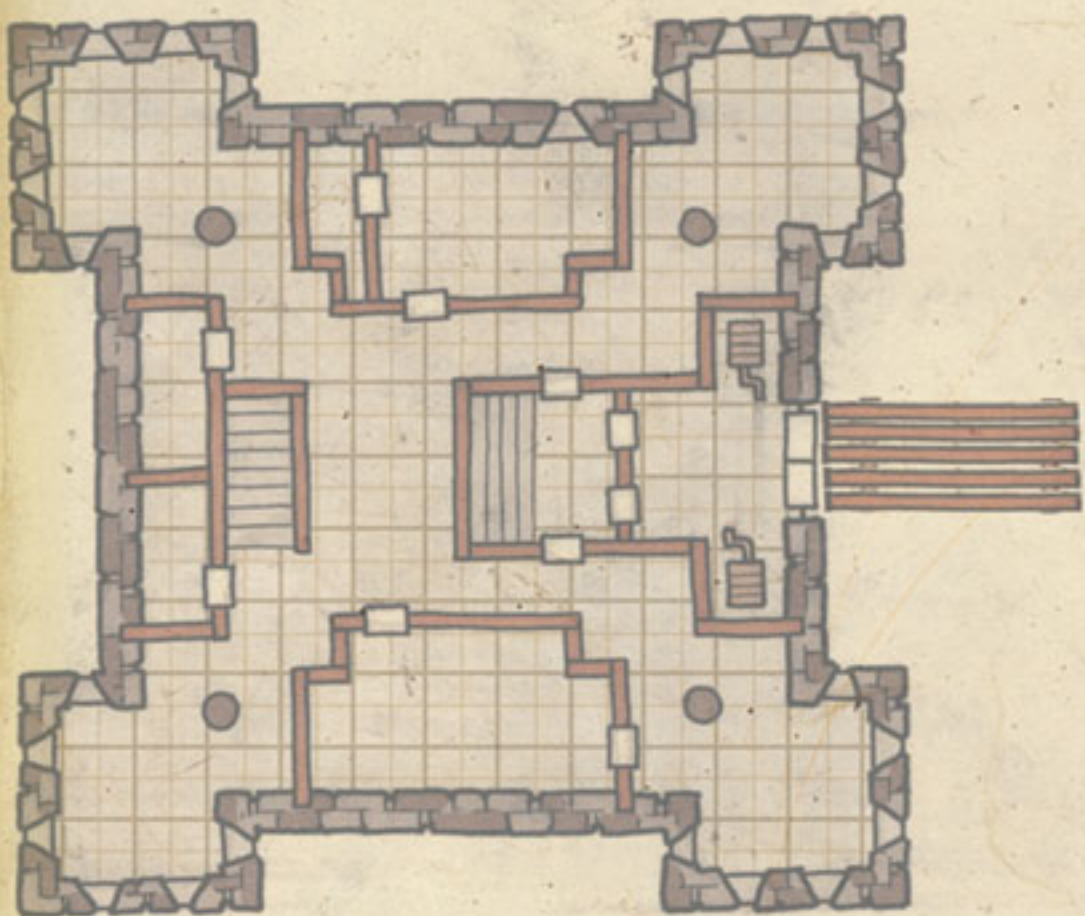
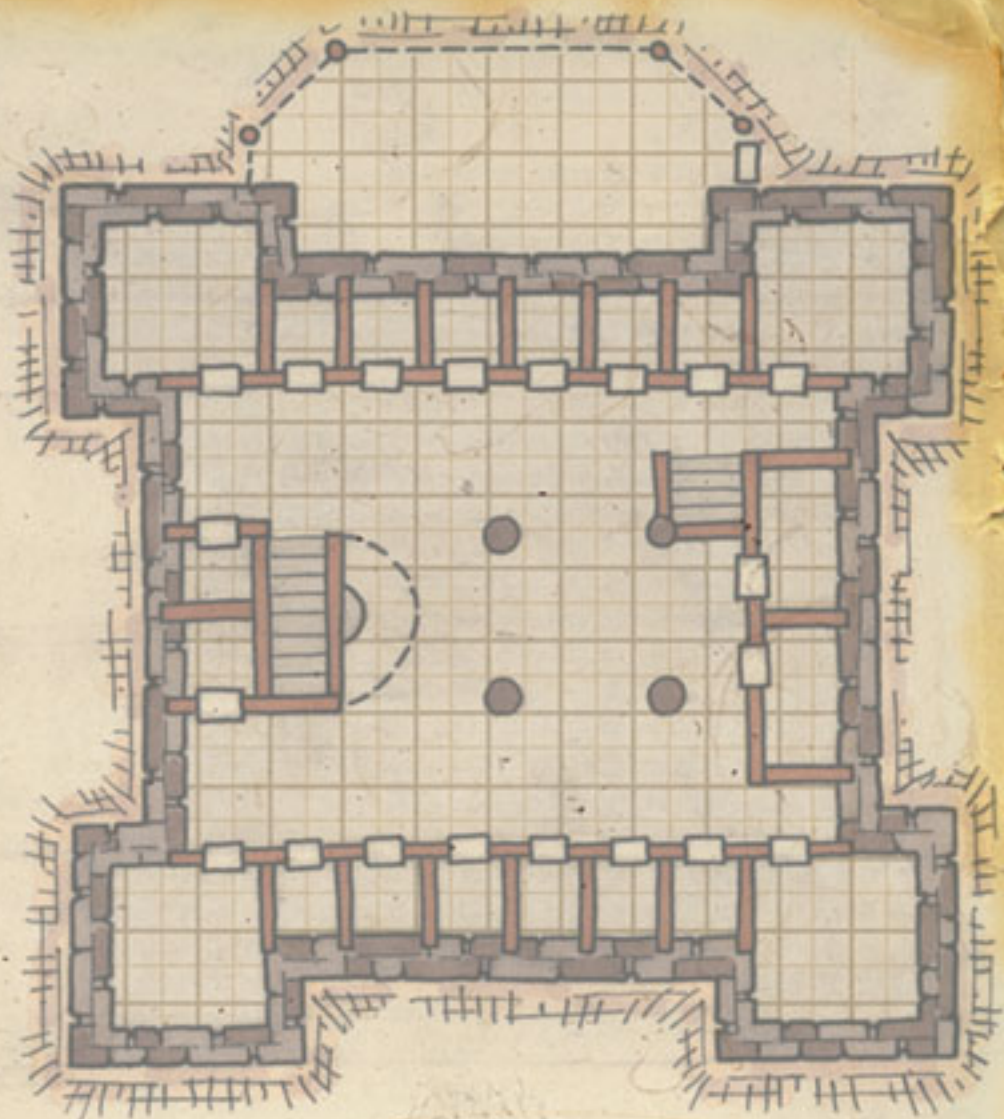
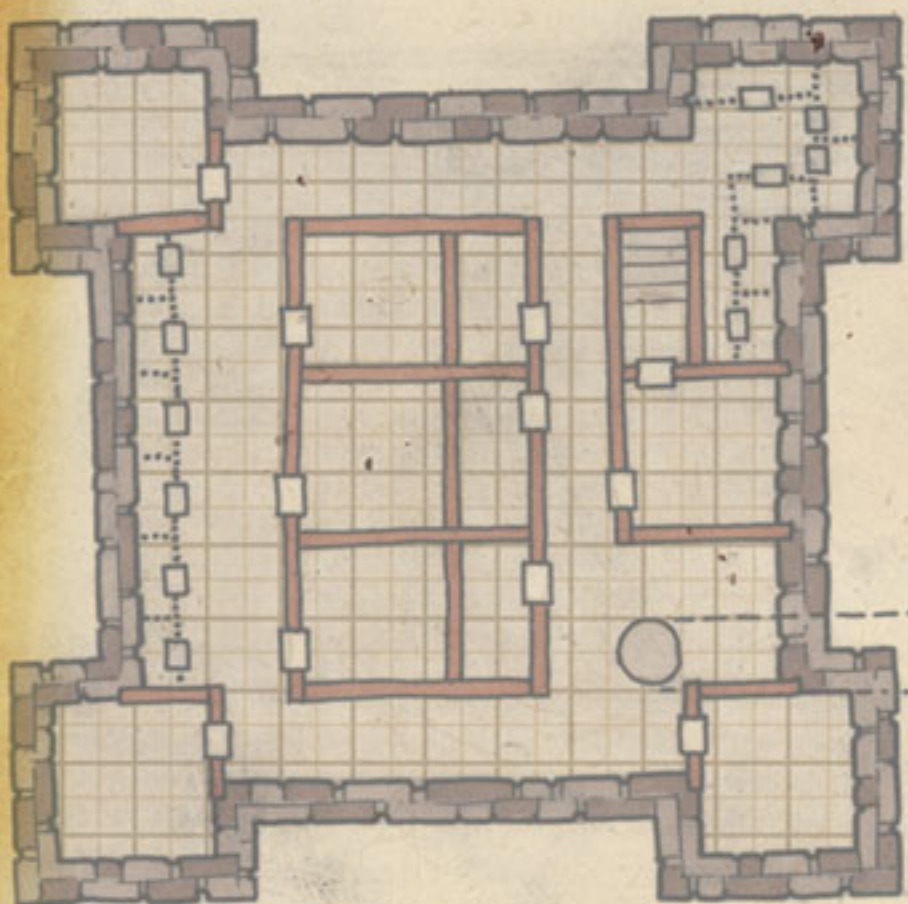
UPPER FLOOR



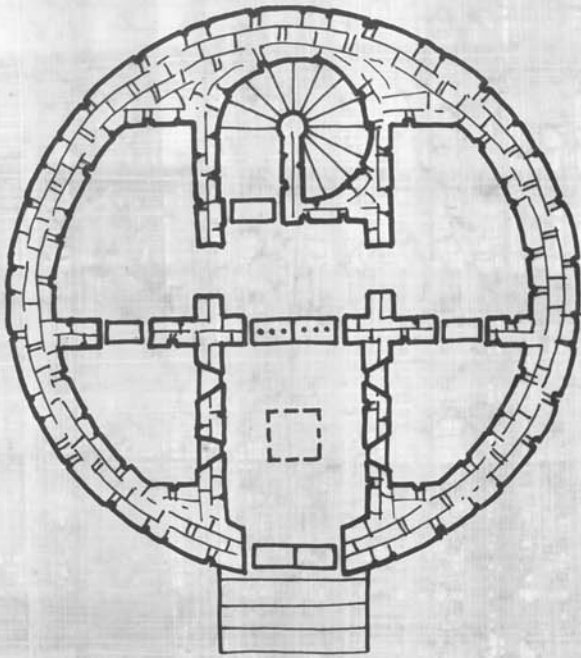
GROUND FLOOR



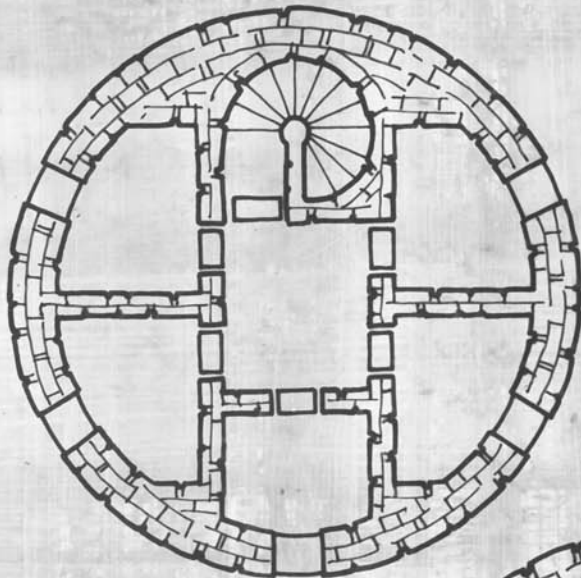
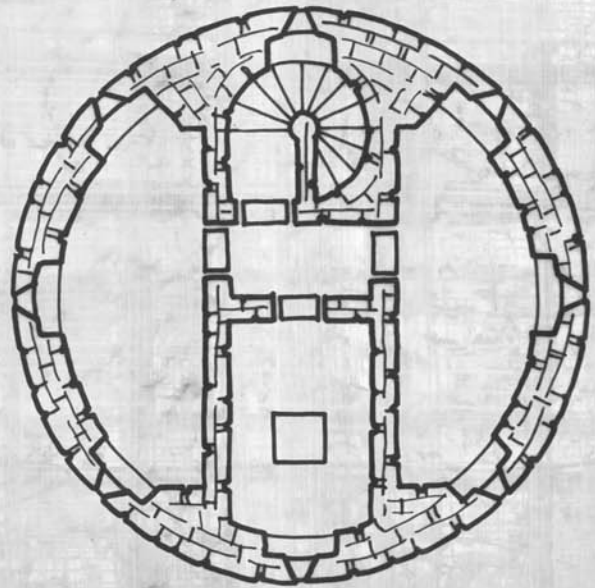
One square = 10 feet



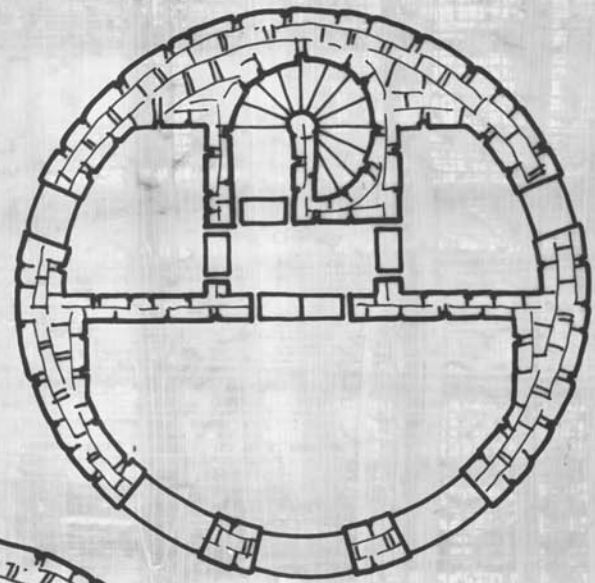
1



2

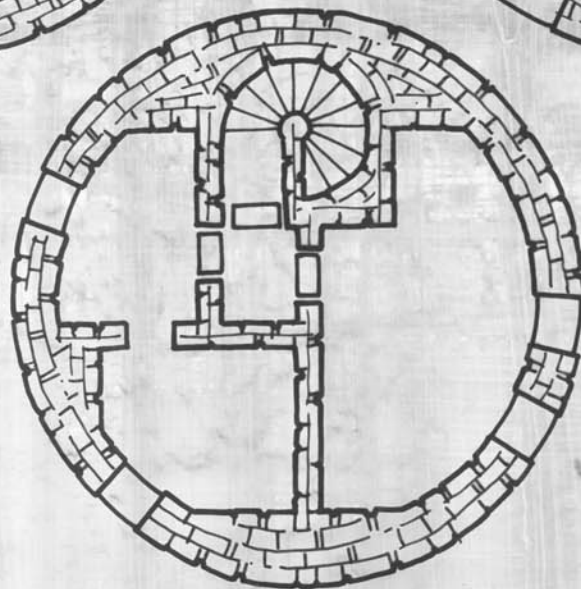


5

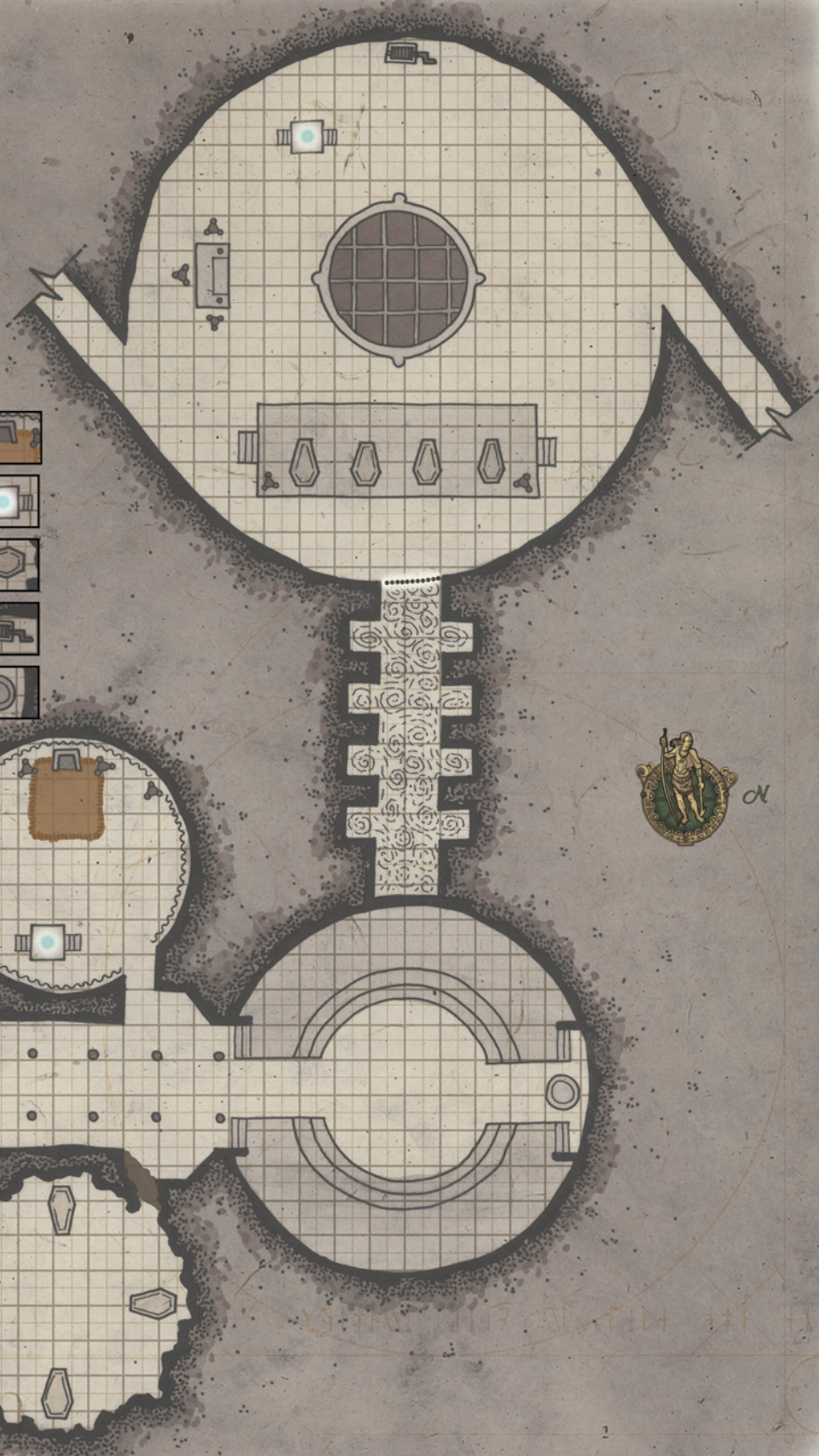


3

4



Tower



α

THE TALL TOWER

HALL OF THE FIRE GIANT KING

SECOND LEVEL



ONE SQUARE=10 FEET

SHENDILAVRI

The Fields of Harmony

Miomanta

Shudderwall

The Six
Sacred Pools

The Scarlet Sea

The Puzzling Hedge

Rivenheart

Elluvia's Arch

Istancian

The Reckless
Coast

0 50 miles



HILL GIANT STRONGHOLD

UPPER LEVEL



ONE SQUARE=10 FEET

Ancient Temple

One square = 5 feet



Upper Floor

Ground Floor

Lower Floor



Hole in ceiling

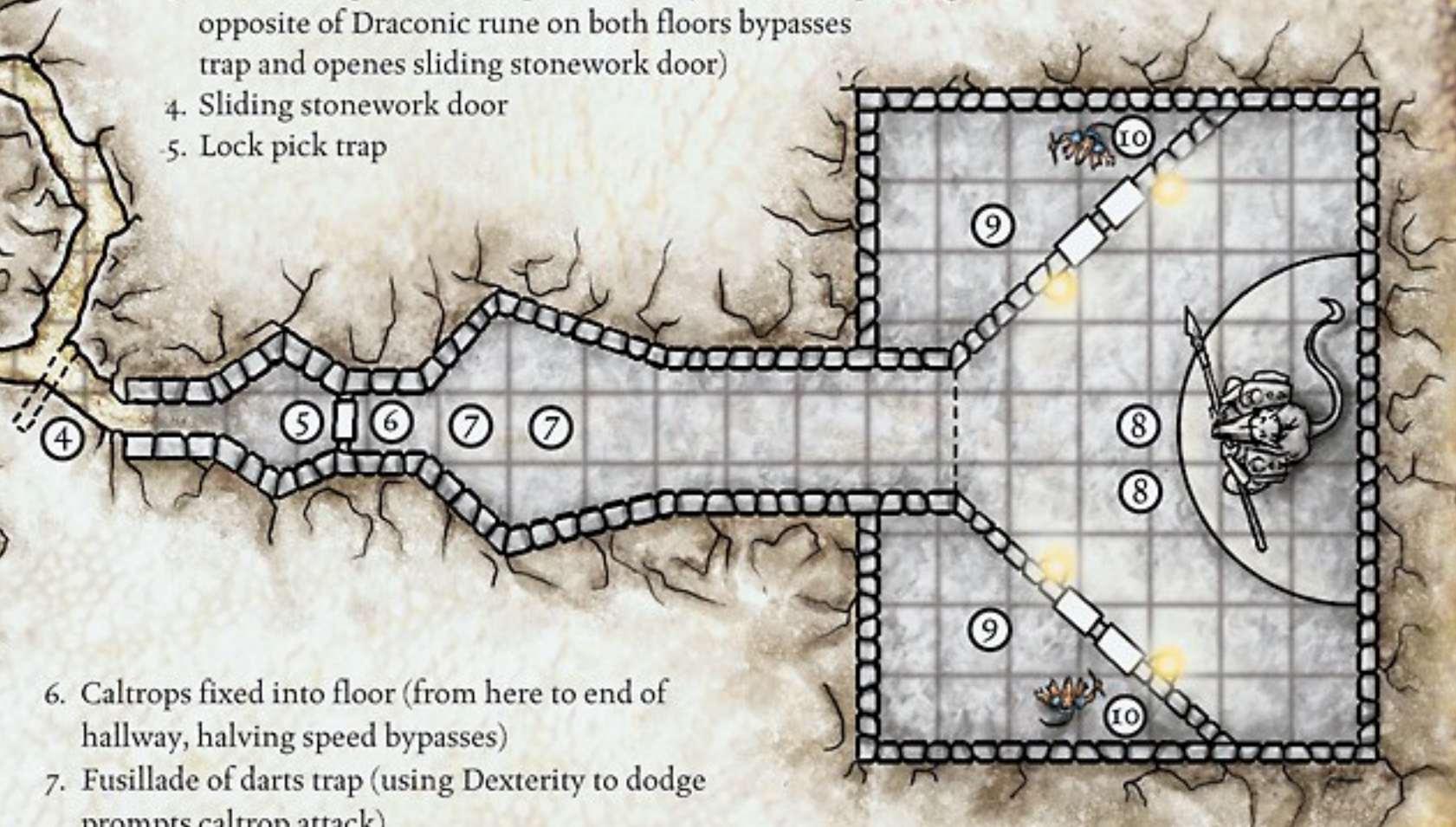


Temple of Kurtulmak

One square = 5 feet

1. Narrow passageways (Medium characters squeeze)
2. Choke points (Small creatures squeeze, Medium creatures squeeze as move action; Small creatures squeeze as move action to back out, Medium creatures make DC20 Escape Artist check)
3. Summoning monster trap (onset delay 1 minute, speaking opposite of Draconic rune on both floors bypasses trap and opens sliding stonework door)
4. Sliding stonework door
5. Lock pick trap

6. Caltrops fixed into floor (from here to end of hallway, halving speed bypasses)
7. Fusillade of darts trap (using Dexterity to dodge prompts caltrop attack)
8. Reduce person and gust of wind trap (falling prone causes 1d8 caltrop attacks on floor)
9. Sconces trap (must light in correct order to open treasury or *burning hands*)
10. High-level kobold adepts (with a *wand of scorching ray* each)



Keep Doors

Keep

Heavy
Trebuchets

Gate
Controls

Main
Gate



STRONGHOLD GATE

One Square = 5 Feet



Shining Plains

The Wetwoods

Osraun Mountains

Aphrunn Mountains

The Vilbon Reach

Nun

Rushing Hills

Deepwing Mountains

Tulhospyr

Murpeth

Spines of Surkh

Surkh

Ulkan

Elupar

High Valley of Ospkur

Lachom

Nimpeth

Mount Ugurth

Amah

Nleeth

Hlondeth

Mussum

Arrabar

Mimph

Fort Arran

Ormpetarr

Naga Plains

Daruoush

Aelor

Samra

Iljak

Shamph

Fields of Nun

Orbrech

Timindar

River Nun

Cloven Mountains

Cloven Mountains

Wintercloak River

The Winterwood

Vale of the Reaver

Thornwood

The Thornwash

Serpents' Holding

Nagarr

Ankhwood

Ankhapur

Dalelost

Yhep

Corsairs' Enclave

Lake of Steam

The Arnrock

Raging Reef

The Duskwood

Shipwreck Neck

The Nagalands

Golden Plains

River Arran

Eldbulder

Kurrsh

Innarlith

Firesteap Pass

Firesteap Mountains





Theurgeme

5 ft.

Lower Deck

Main Deck

Cargo Hold

Quarterdeck

Steps Up



Steps Down



Mast



Door



Cask



Cargo



Stove



Shelf/Table



Chair



Bunk



Hatch



Chimney



Hawsepiper



Anchor



Catapult



Porthole



Ship's Wheel



Rail



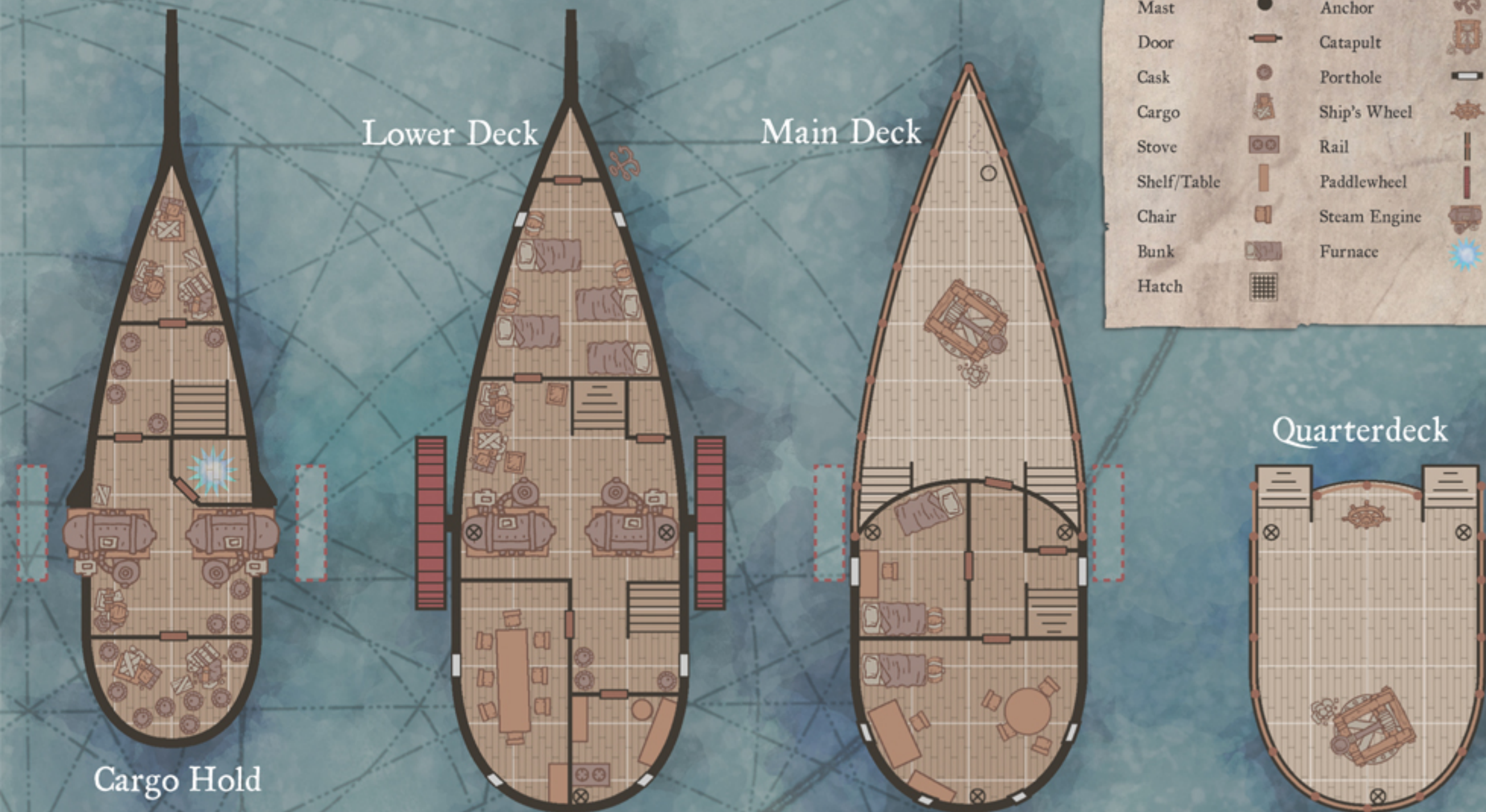
Paddlewheel

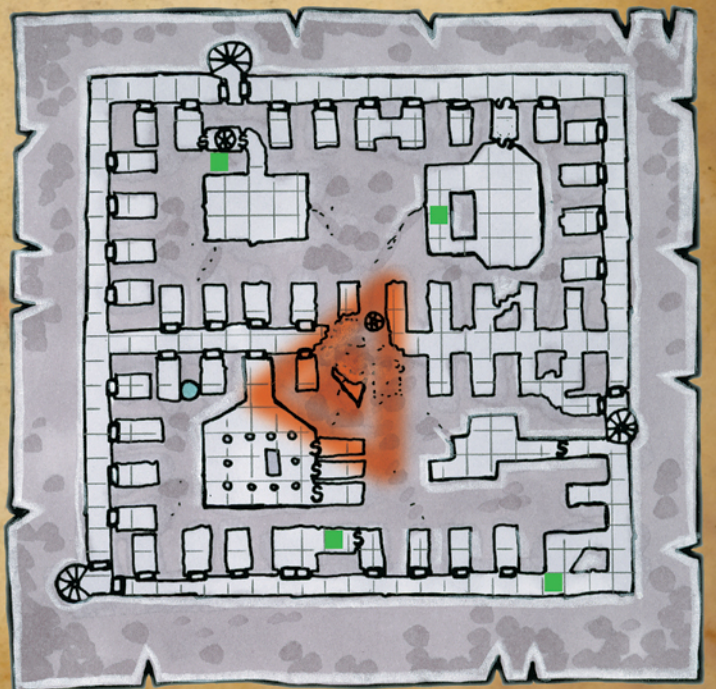
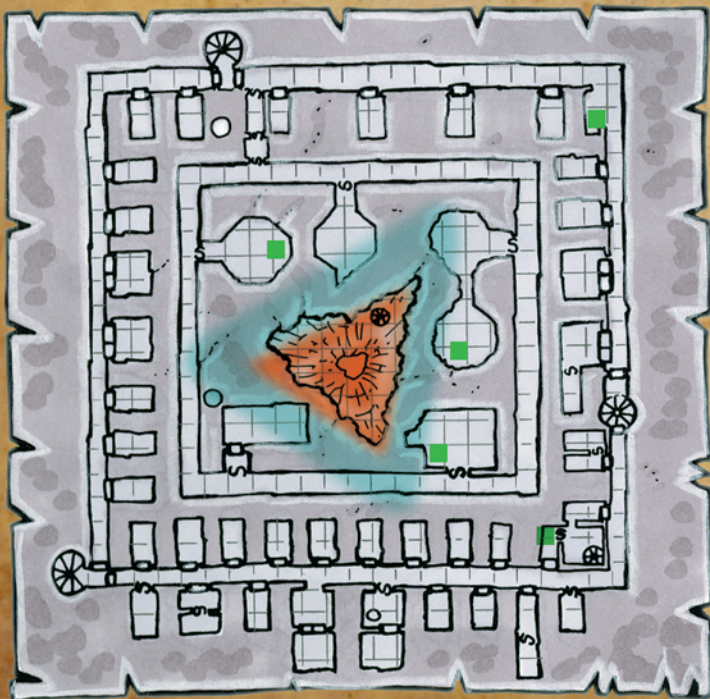
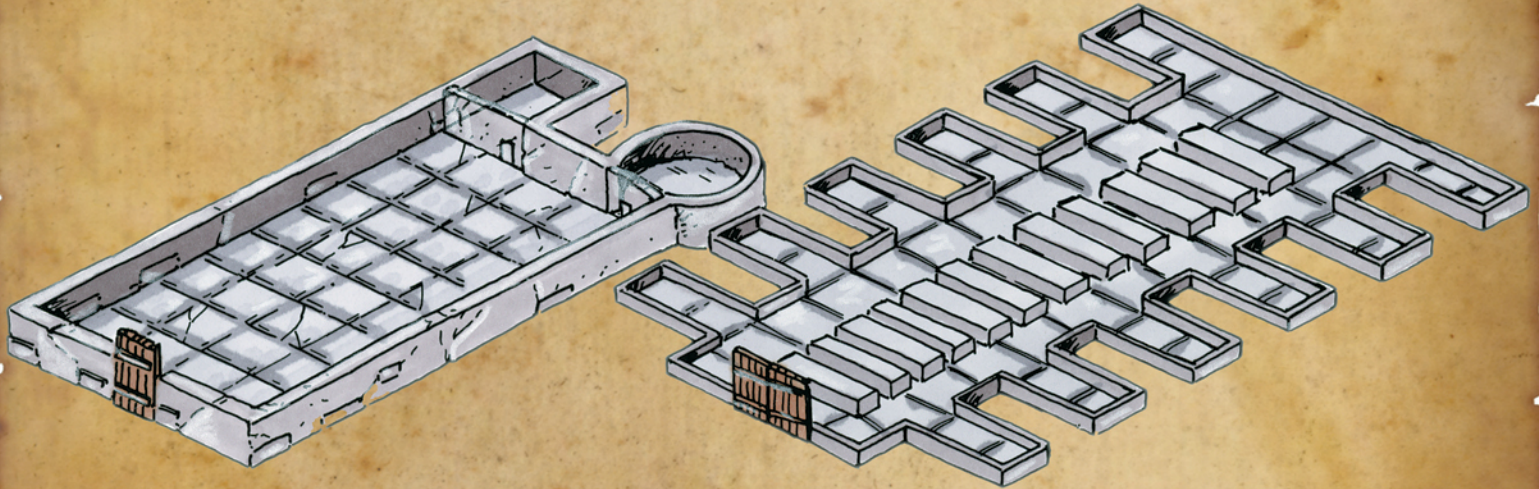
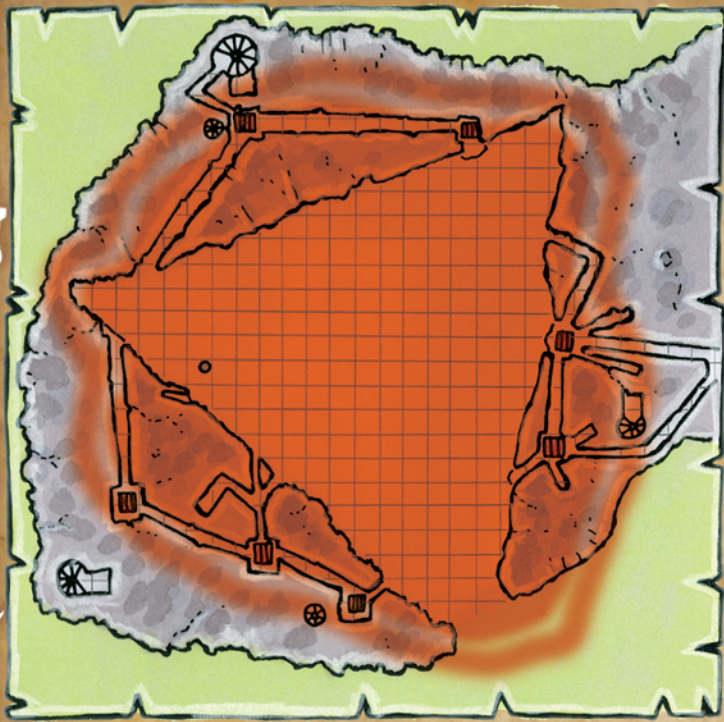


Steam Engine



Furnace

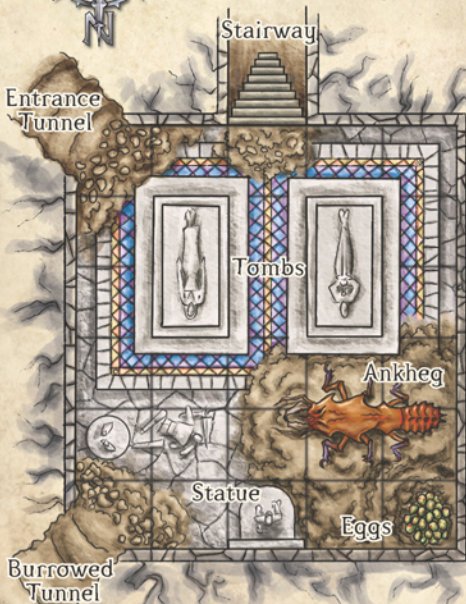






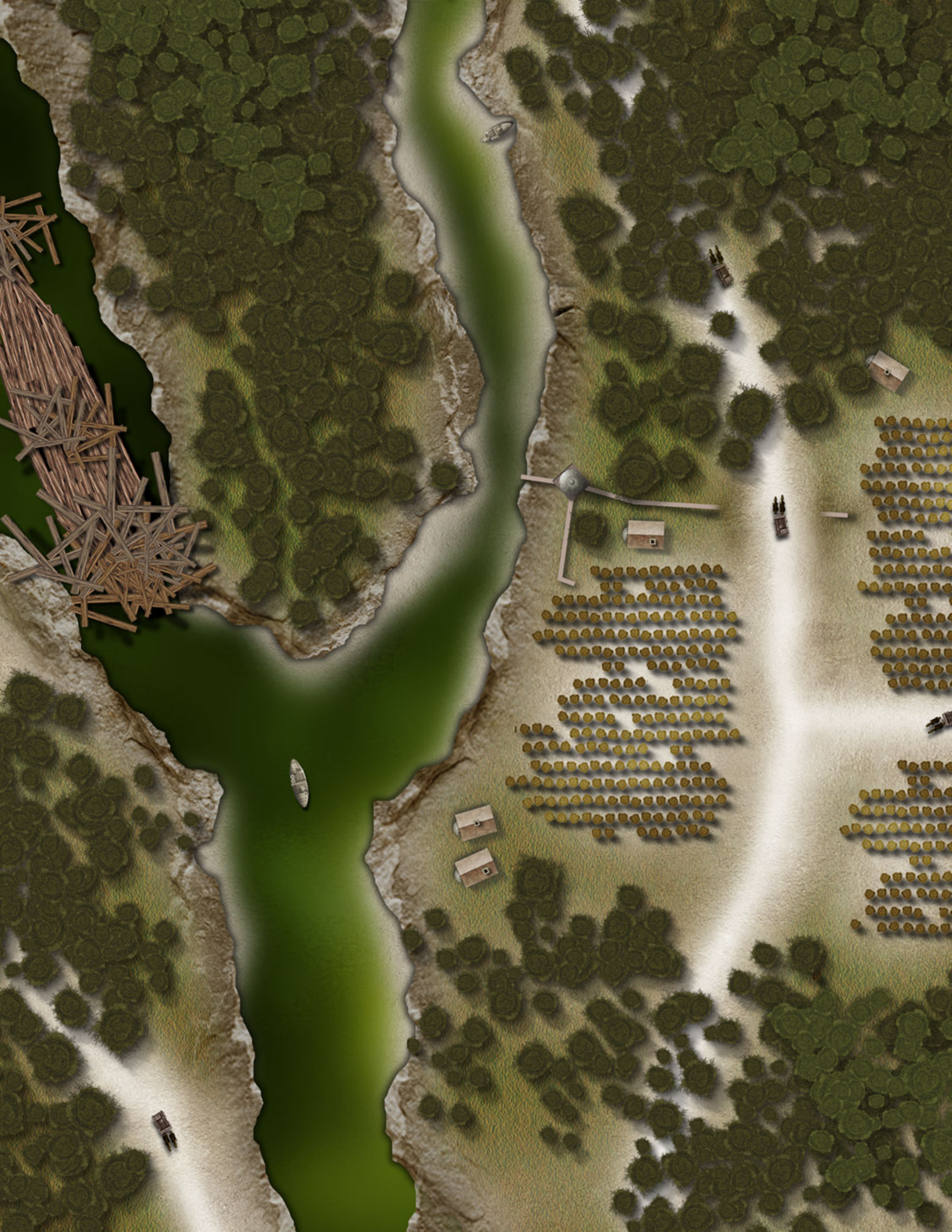
Tomb of Ankheg Eggs

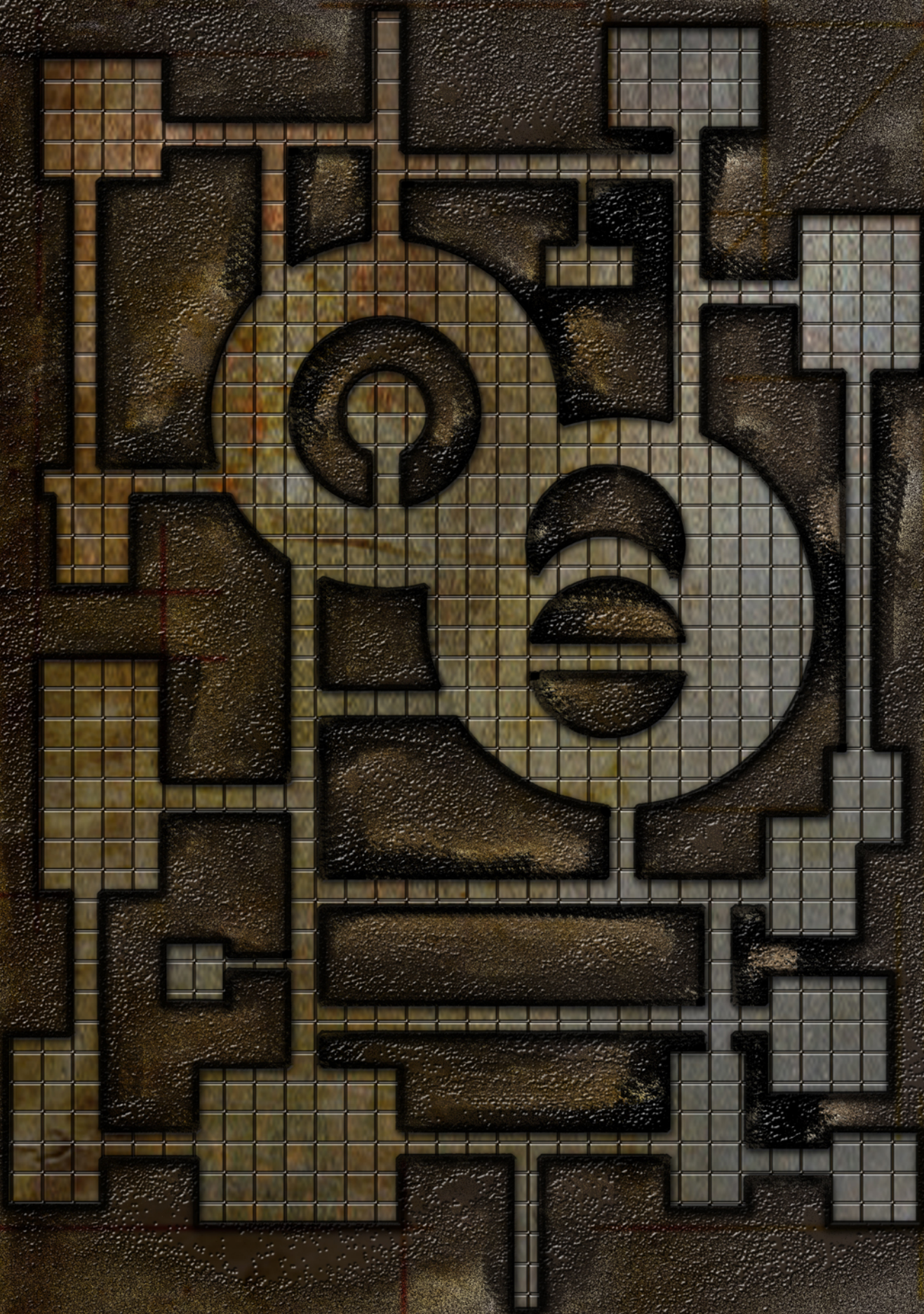
One square = 5 feet



The Hag Caverns

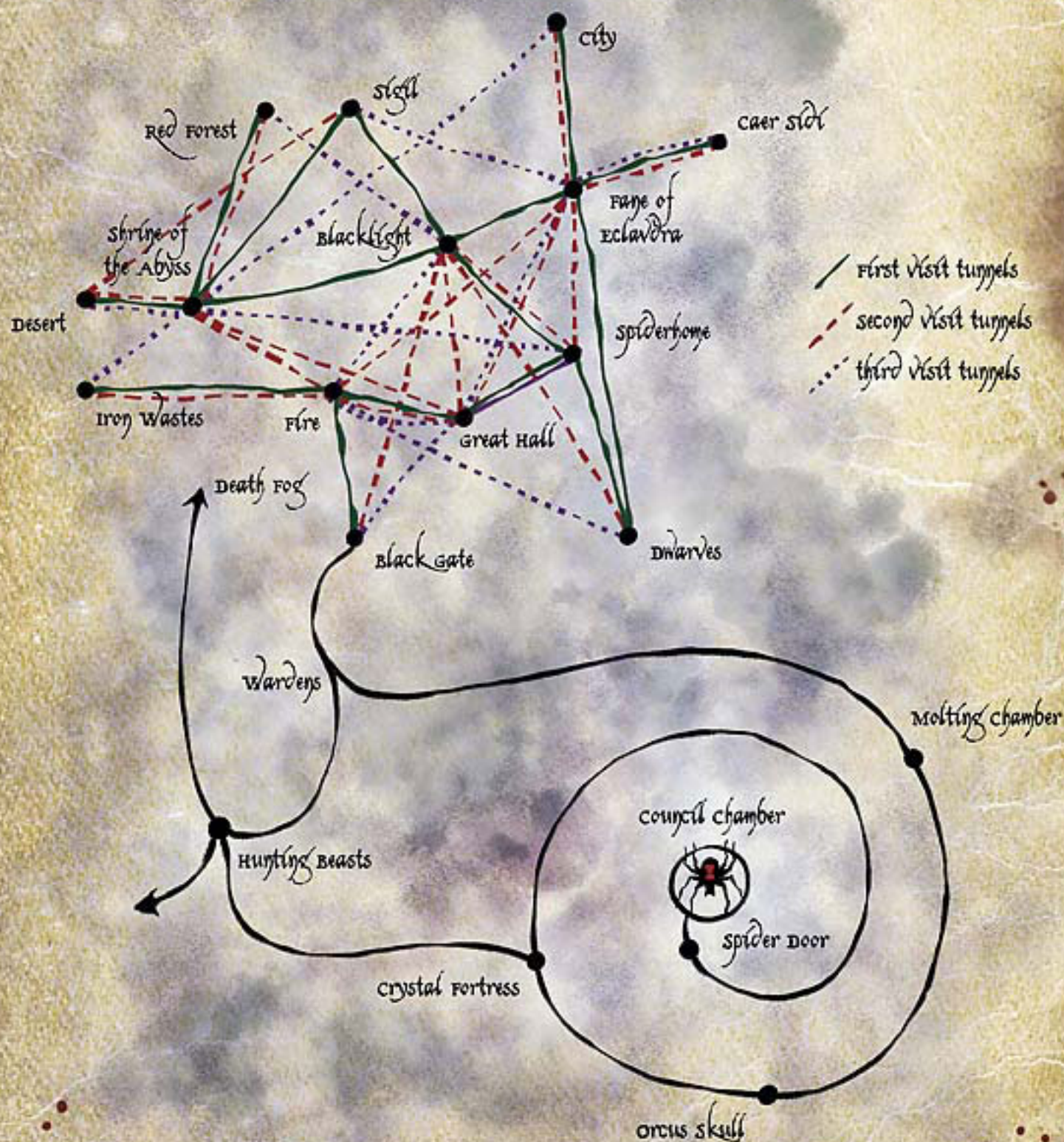








The Demonweb



MHOLOR DURINHAL

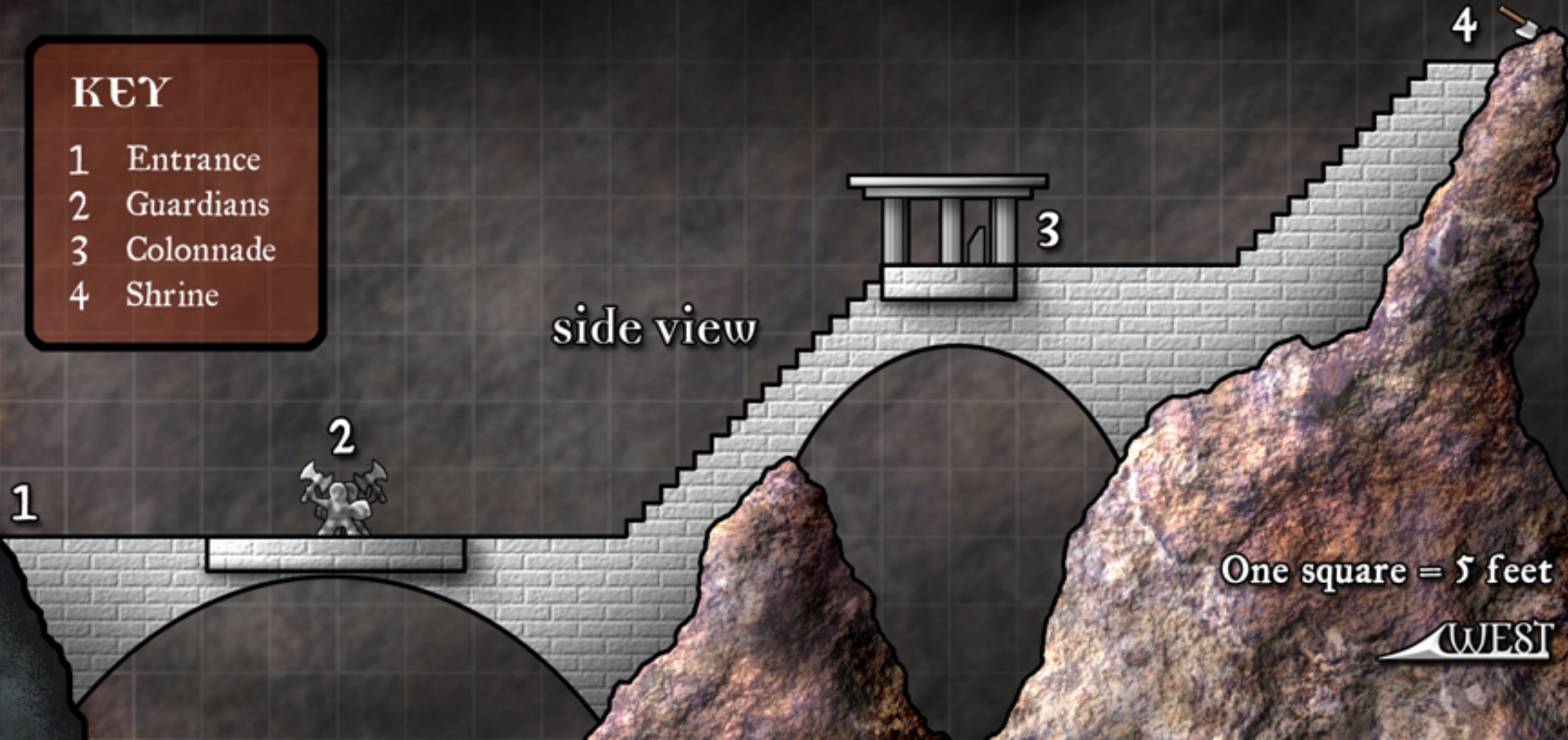
overhead view



KEY

- 1 Entrance
- 2 Guardians
- 3 Colonnade
- 4 Shrine

side view



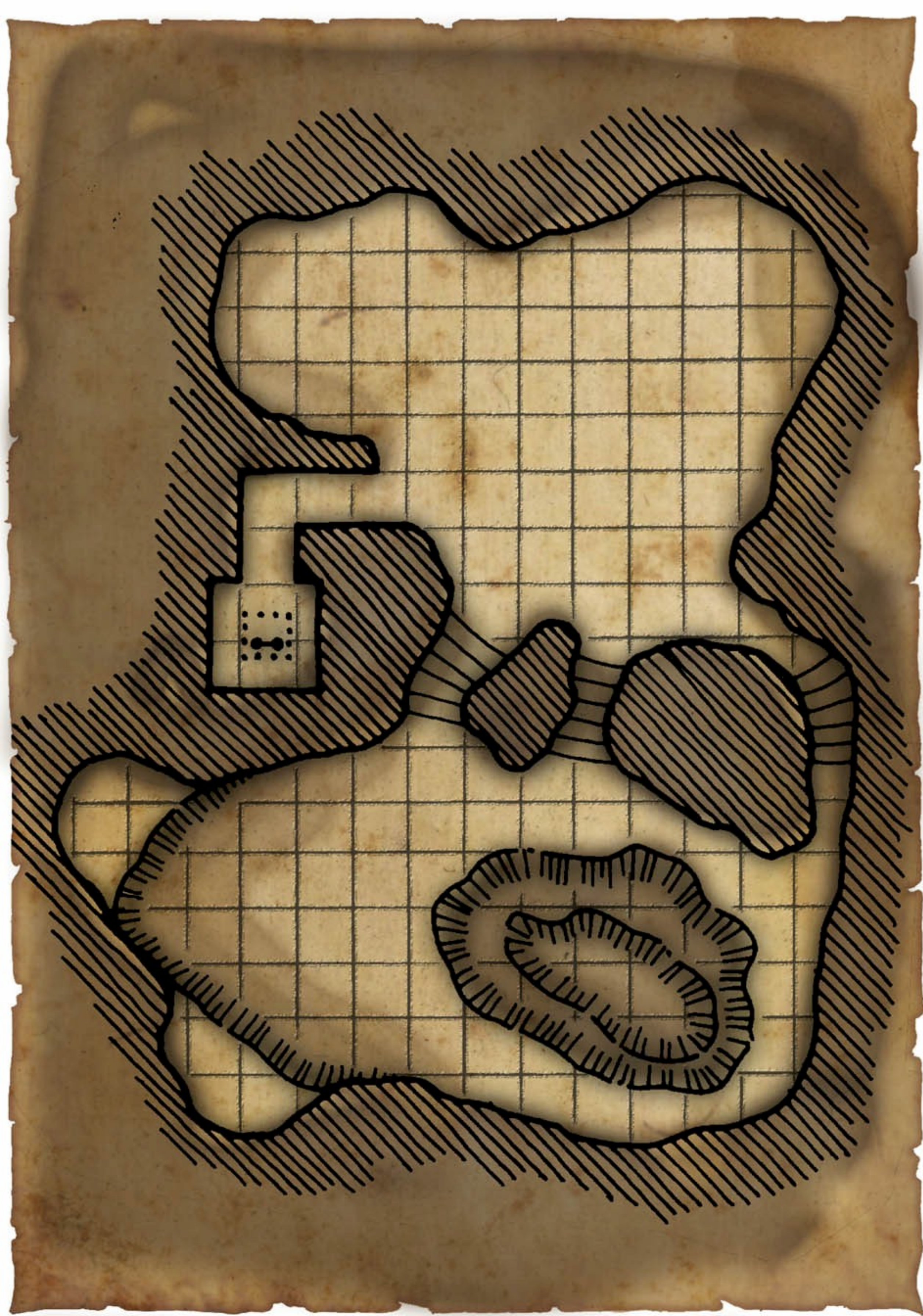
One square = 5 feet

WEST

Blackwall



feet 0 50 100 250 500 1000



Rebel Camp in Ruined Temple

One square = 5 feet

Escape tunnel
to sewer

Commander's
scaffold

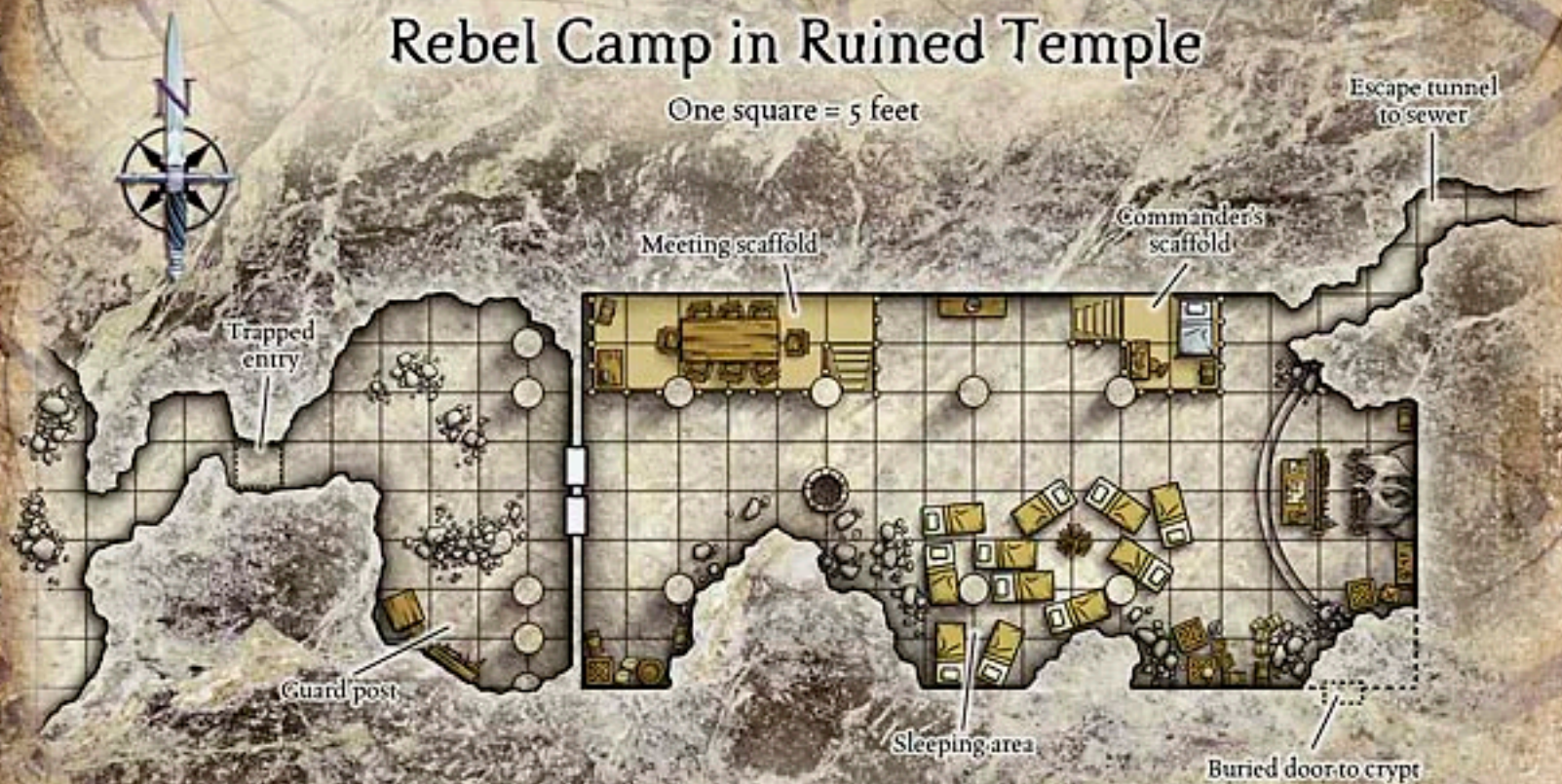
Meeting scaffold

Trapped
entry

Guard post

Sleeping area

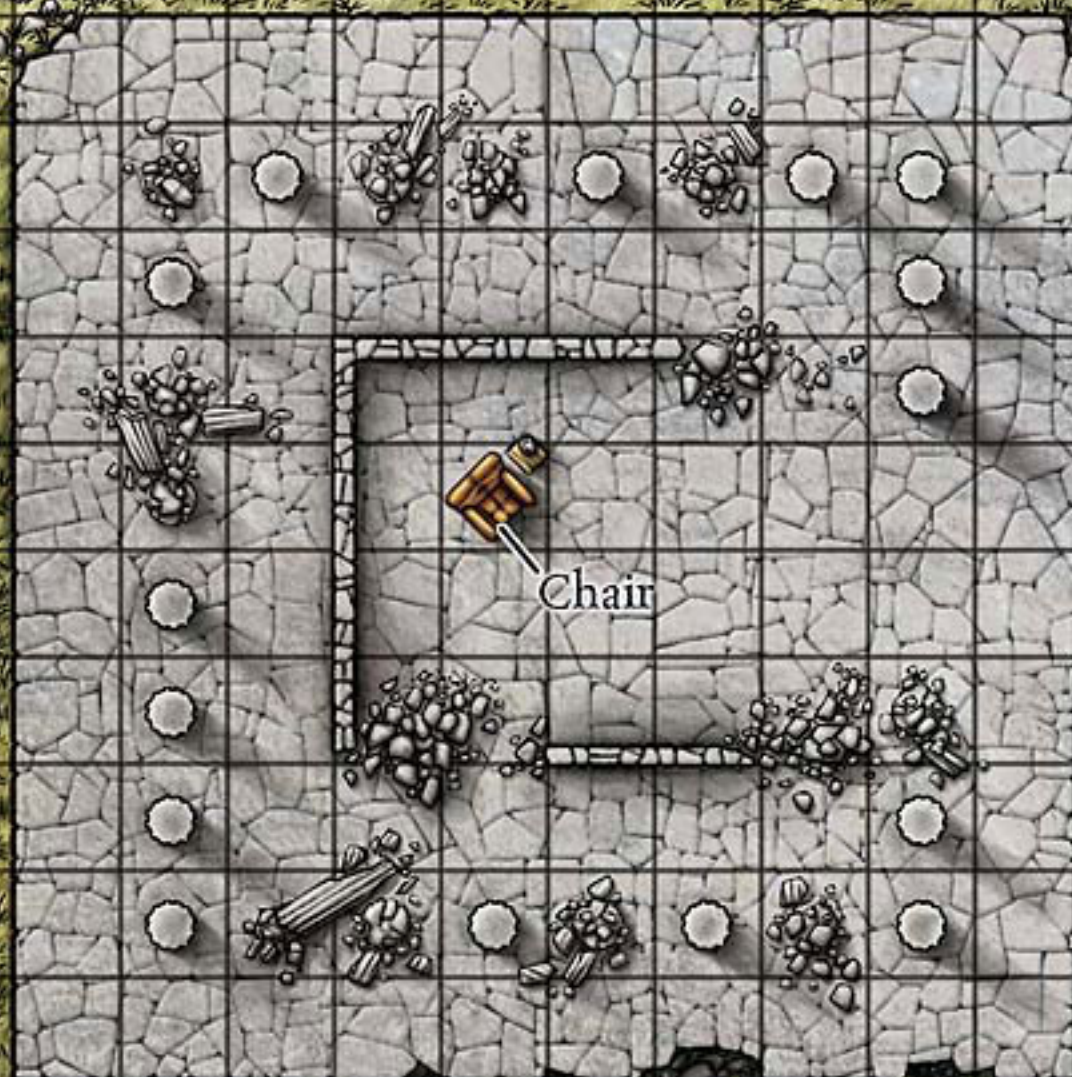
Buried door to crypt



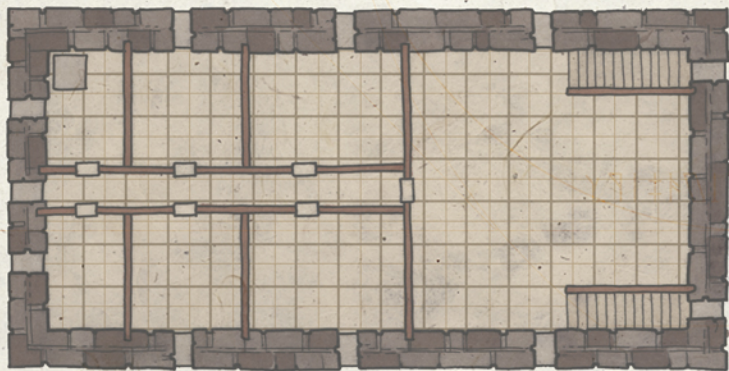
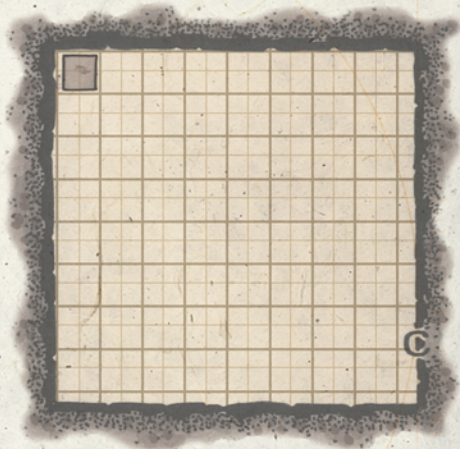
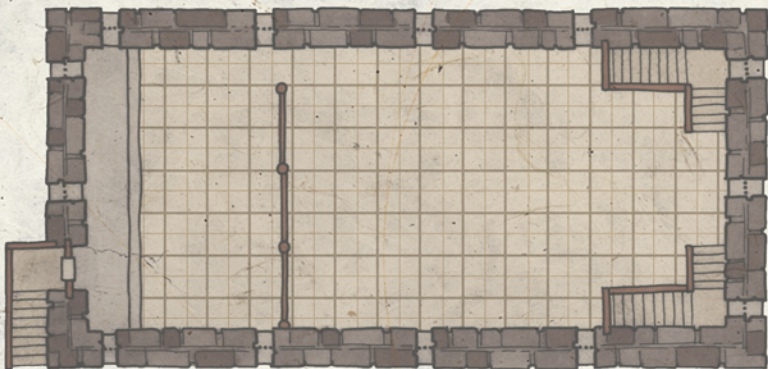


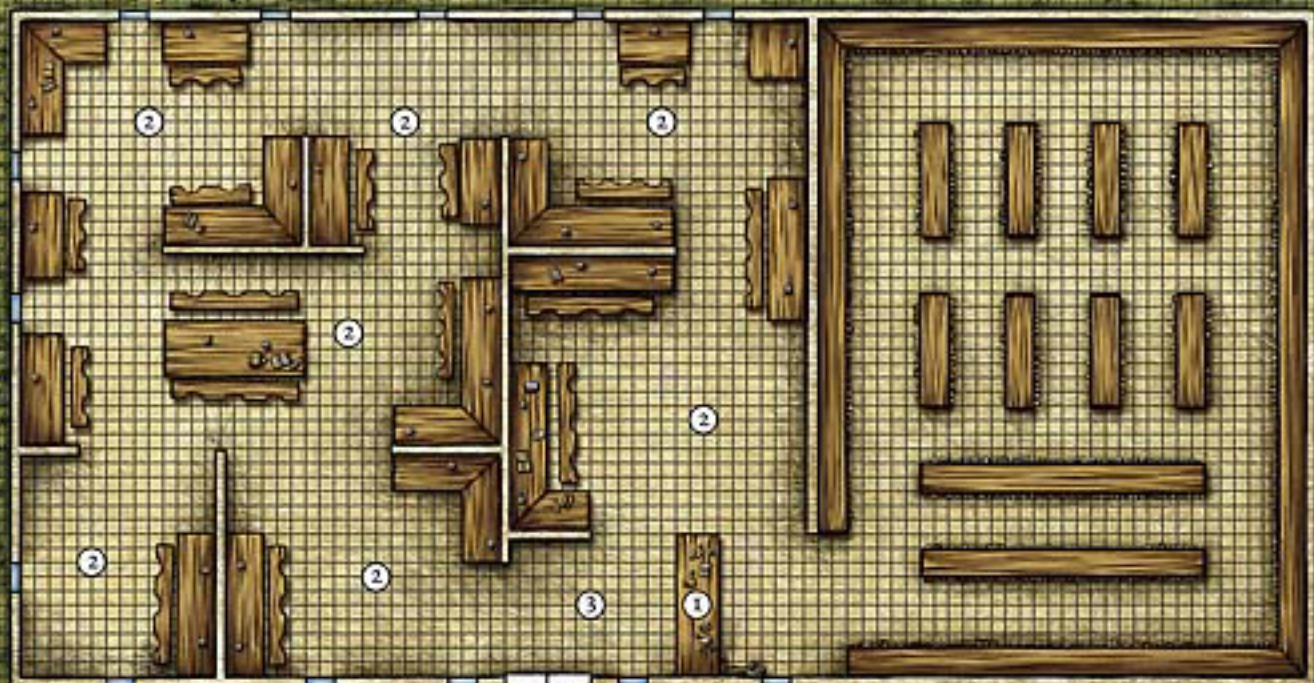
Boccob's Reading Room

One square = 5 feet



Chair





Dragon Library

One square = 5 feet

1. Front desk
2. Sitting/reading room
3. Lobby

The Altar of scales





TASHYVAR
ISLANDS

THE
TASHANA
TUNDRA

WHITE
SEA

SEA OF
RAGE

DOR MALEER

NULAKESH

JOHR
KALUUN

KORAI-ANDALUUN

RIEDRA

MOOR-DUUT

KHIALUUN

KHALESH

PYRINE

RHIYAAR

BORUNAH

CORVAGURA

MAE-KHREE

SUNYAGIR

SYRKARN

KHUNAN

ADAR

AVENTUS
ISLANDS

THILATA
ISLANDS

LAMECHA

BARREN
SEA

SARLONA

0 1500








MILES



GRAVEYARD

1. Entrance hall
2. Priests' quarters
3. Dining area
4. Library
5. Storage
6. Vestry
7. Funeral chapel
8. Private chapel

9. Mausoleum
10. Vault
11. Lich-gate
12. Charnel house
13. Crypt
14. Mass grave
15. Lich wall (4 feet high)

-  Altar
-  Brazier
-  Candelabra
-  Gravestone
-  Statue
-  Pillar
-  Secret trapdoor
- [Search DC25]

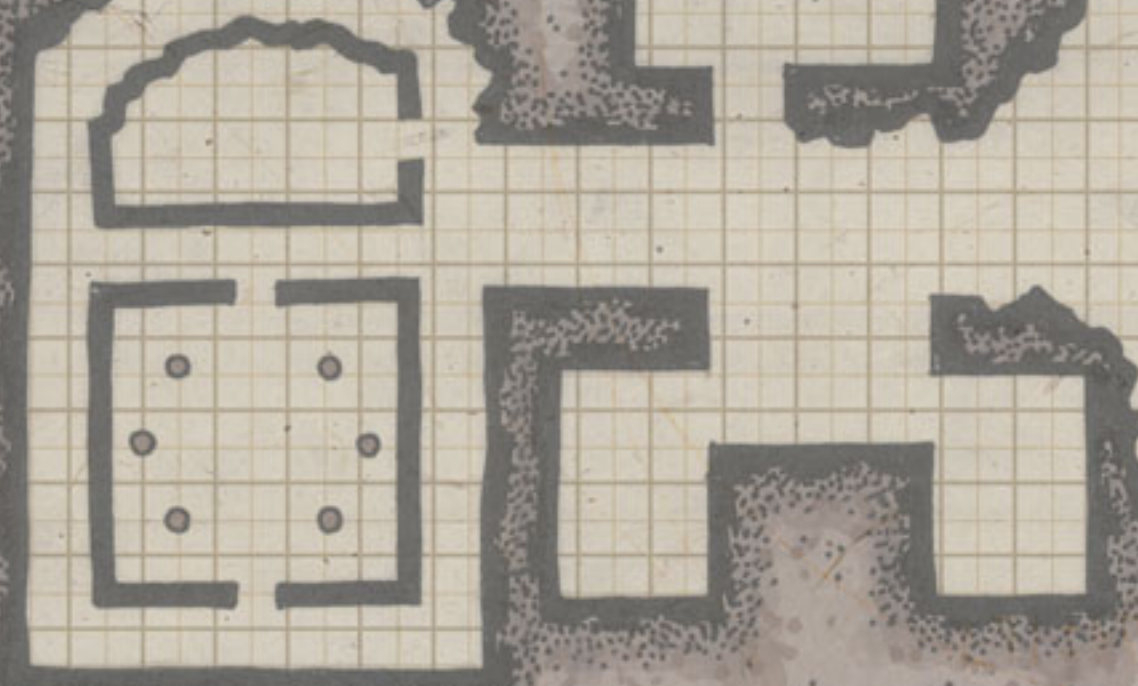
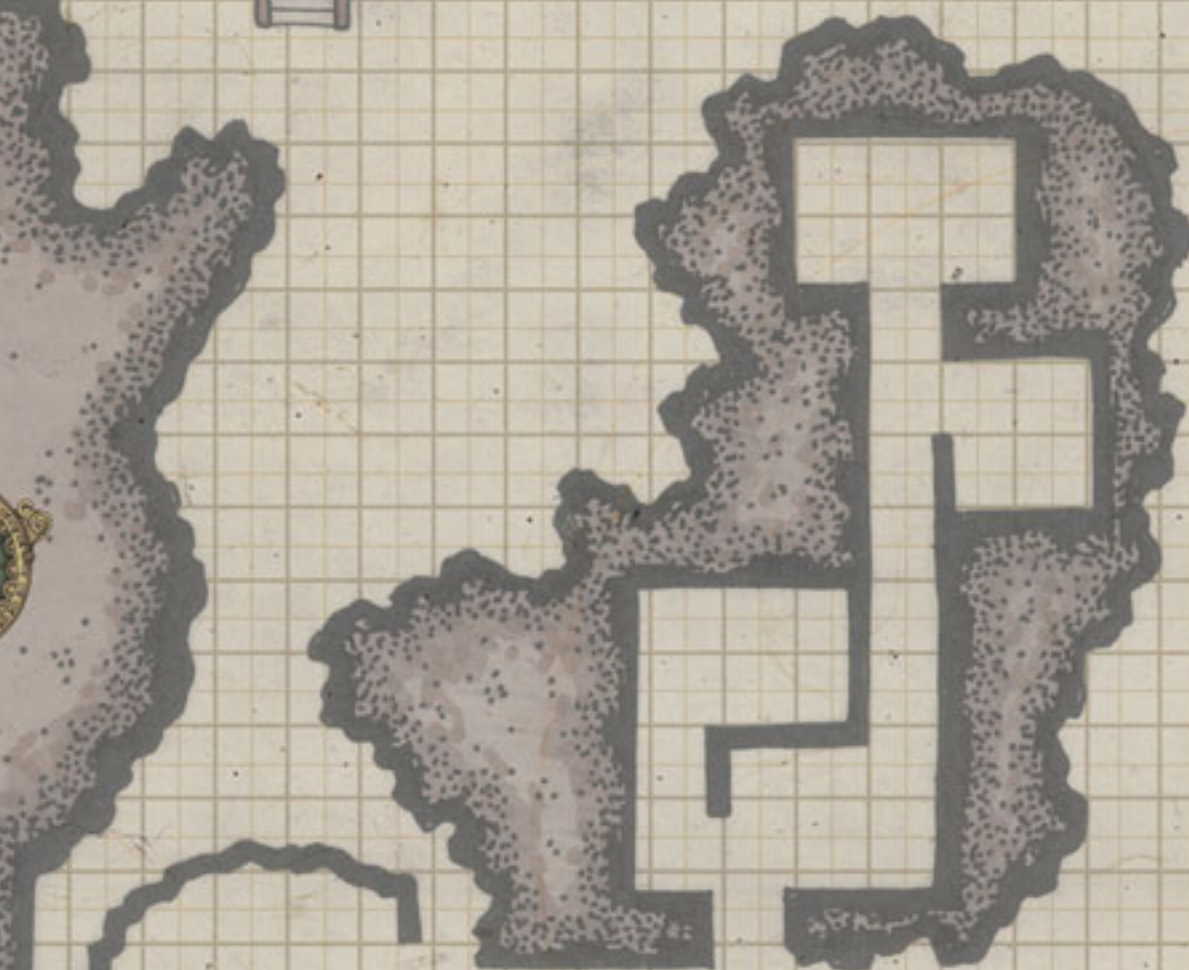
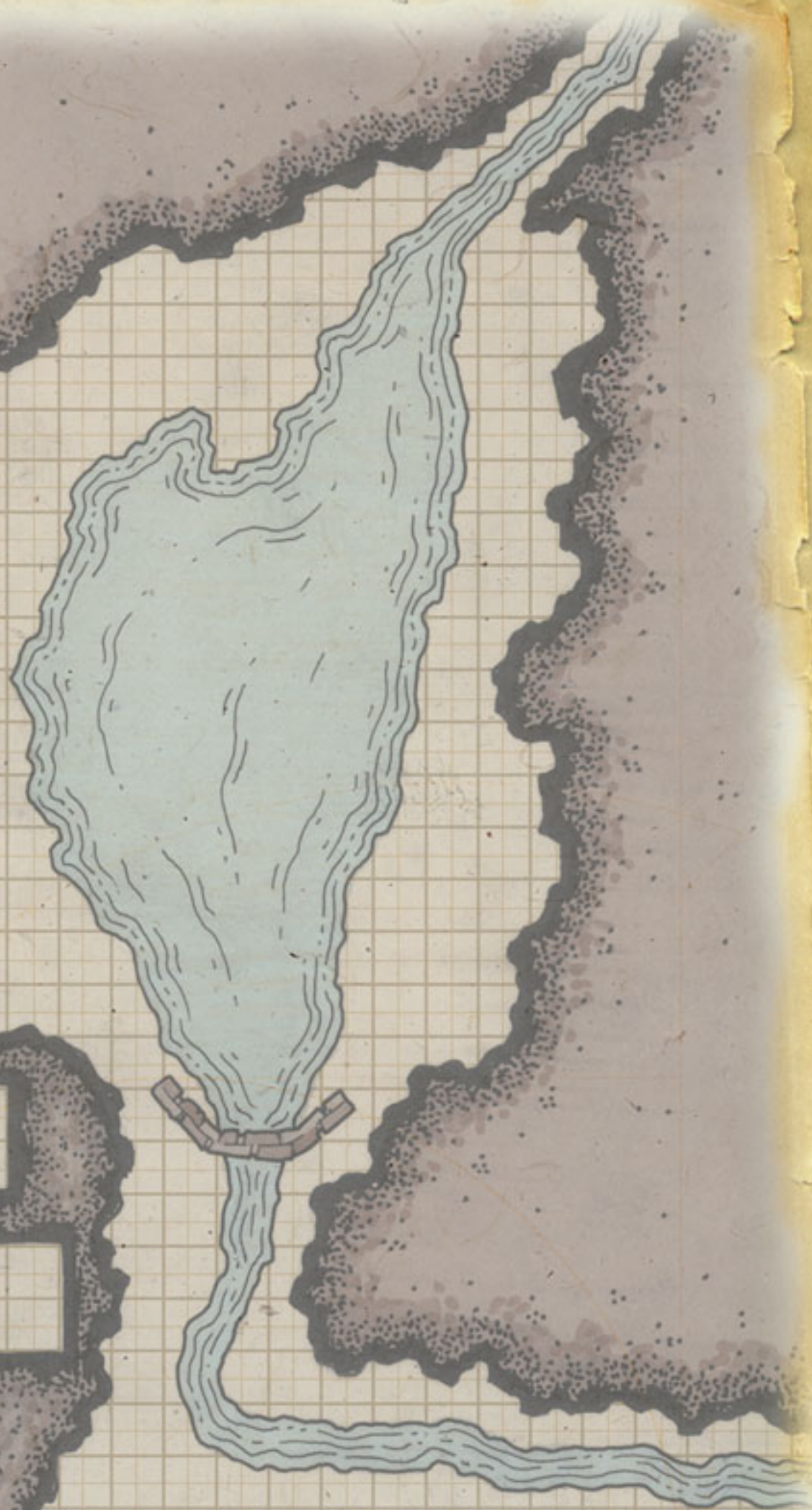
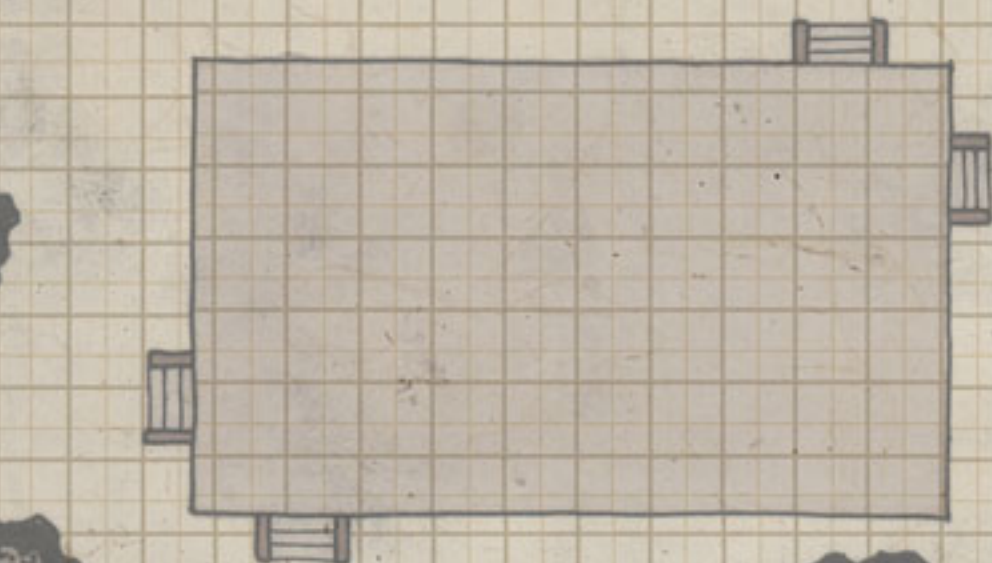


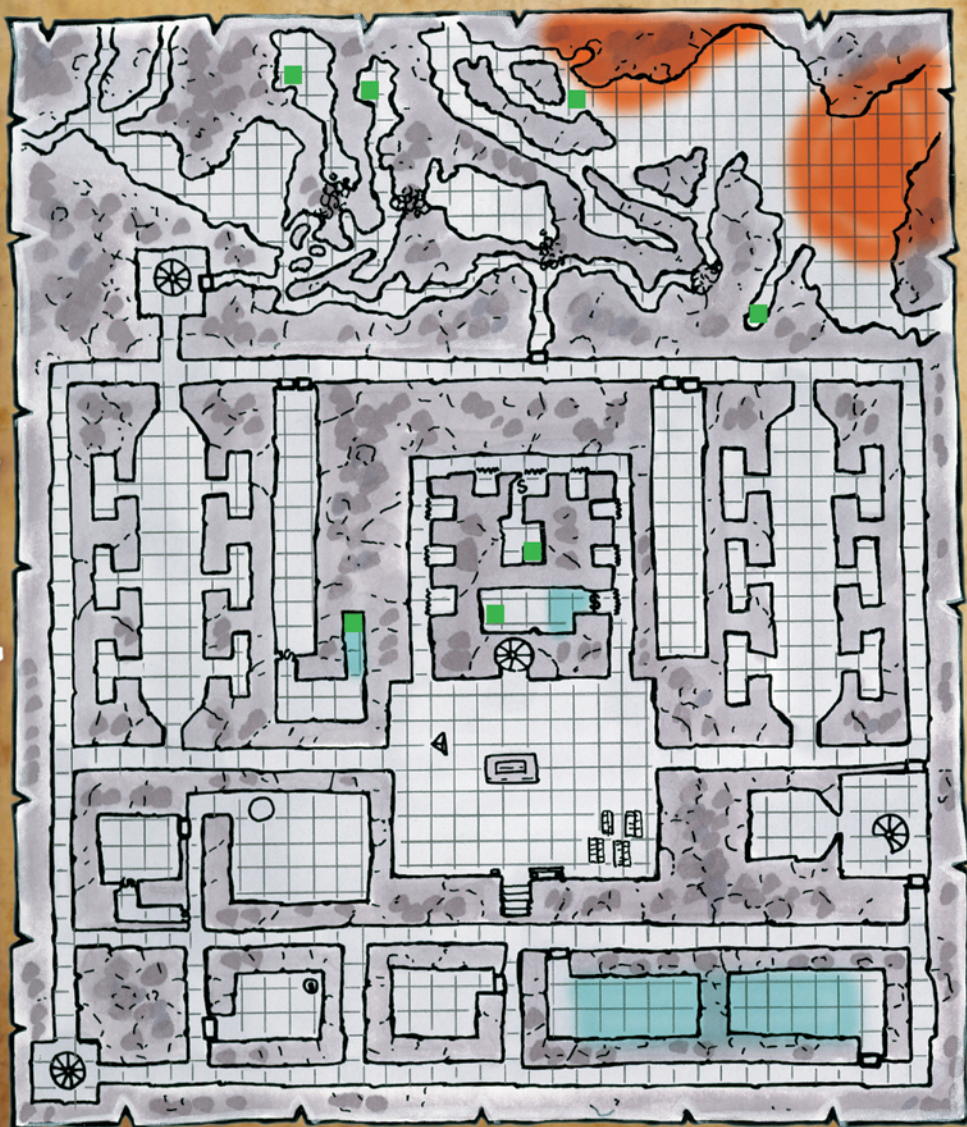
One square = 5 feet

Sargauth Level

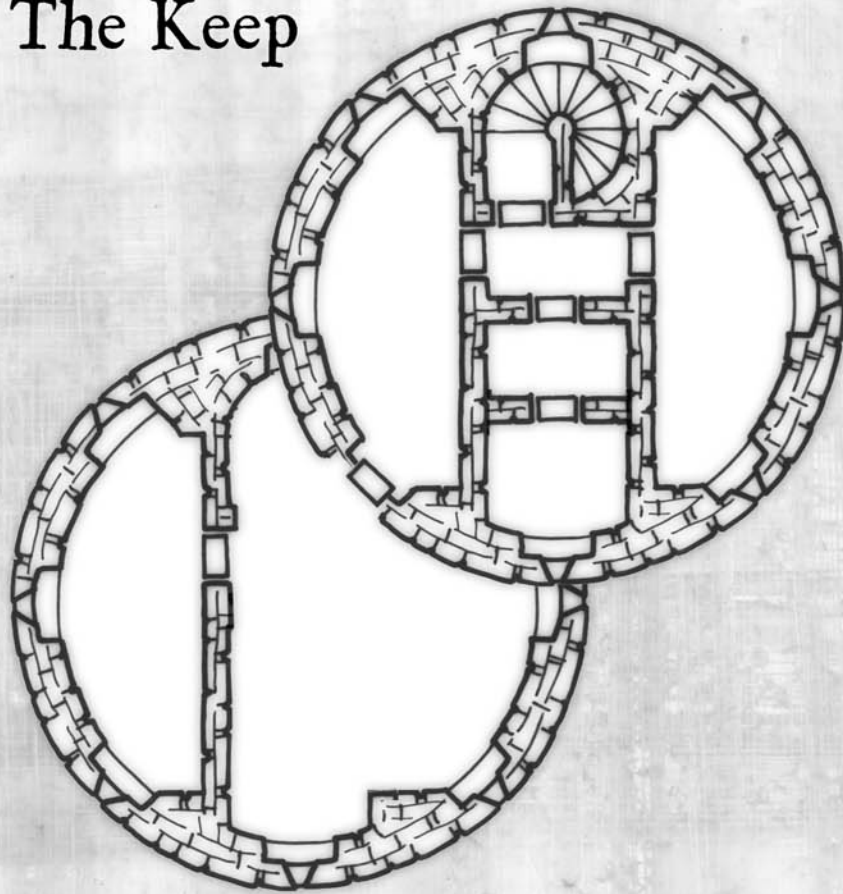


One square = 30 feet

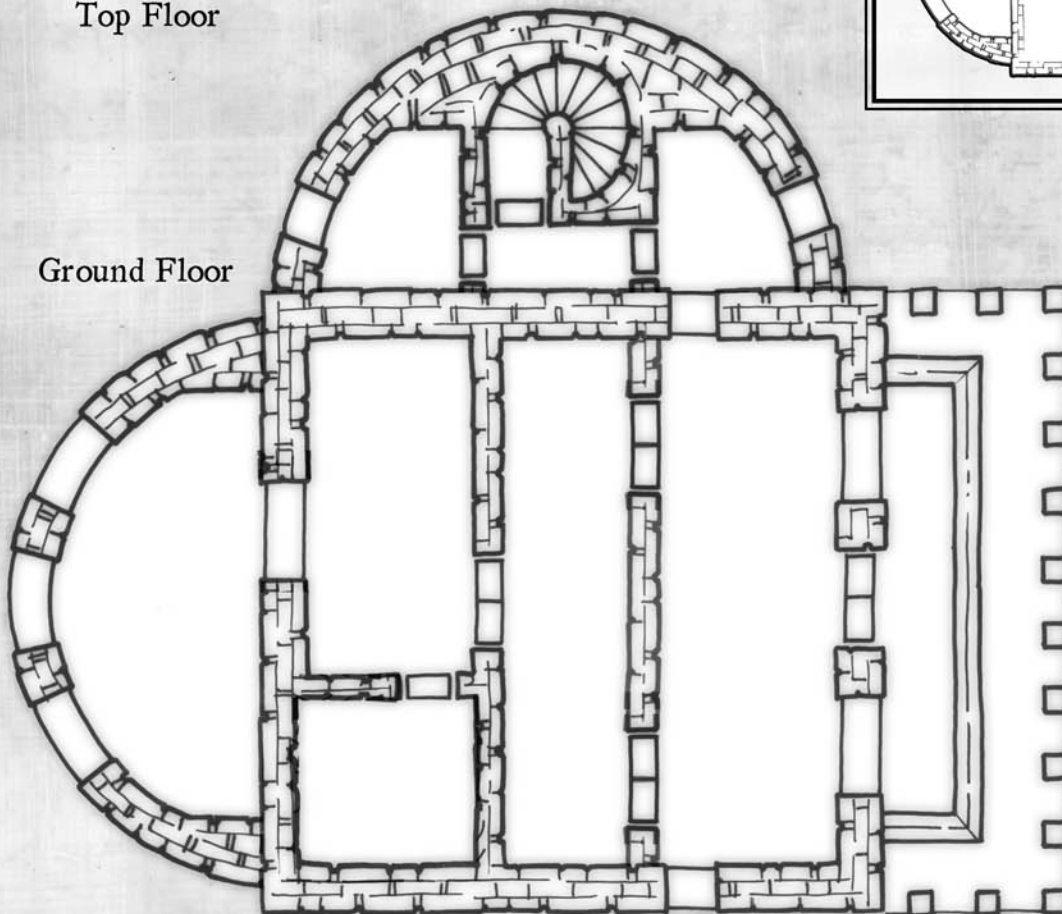




The Keep



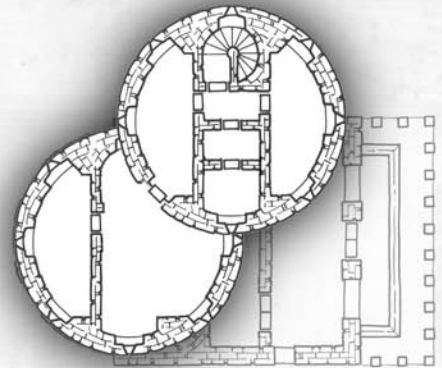
Top Floor



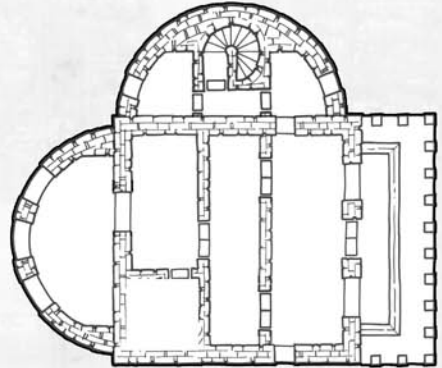
Ground Floor

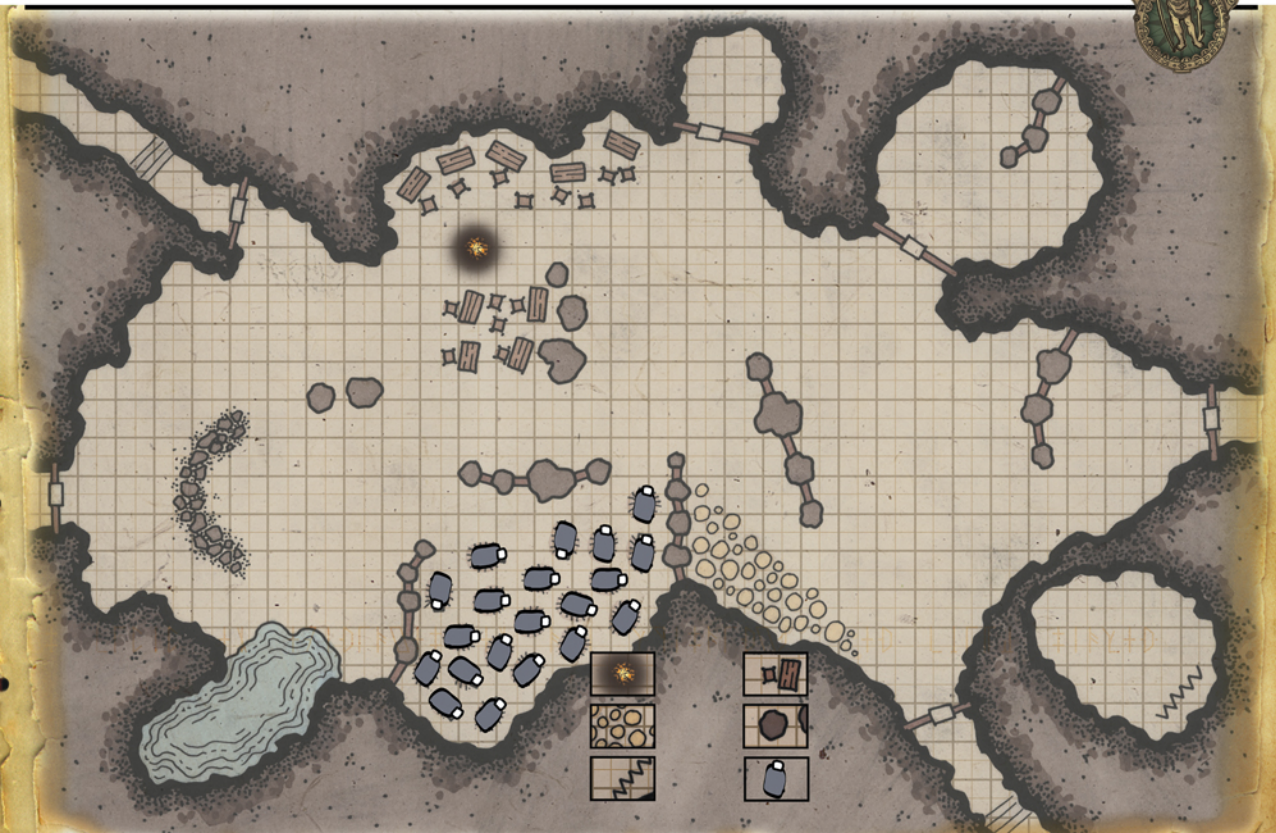
Description of Elevations

Top Floor



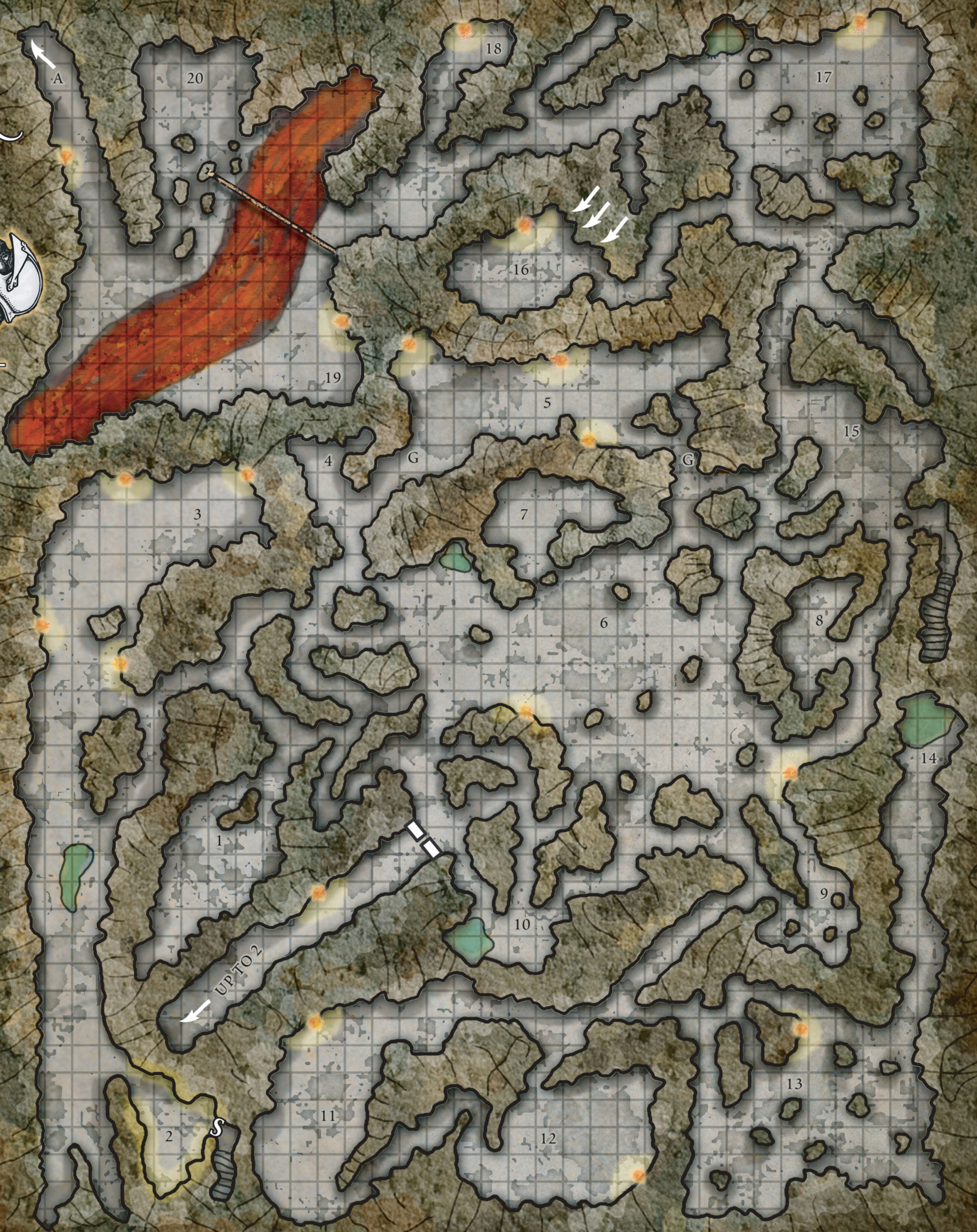
Ground Floor





HALL OF THE FIRE GIANT KING

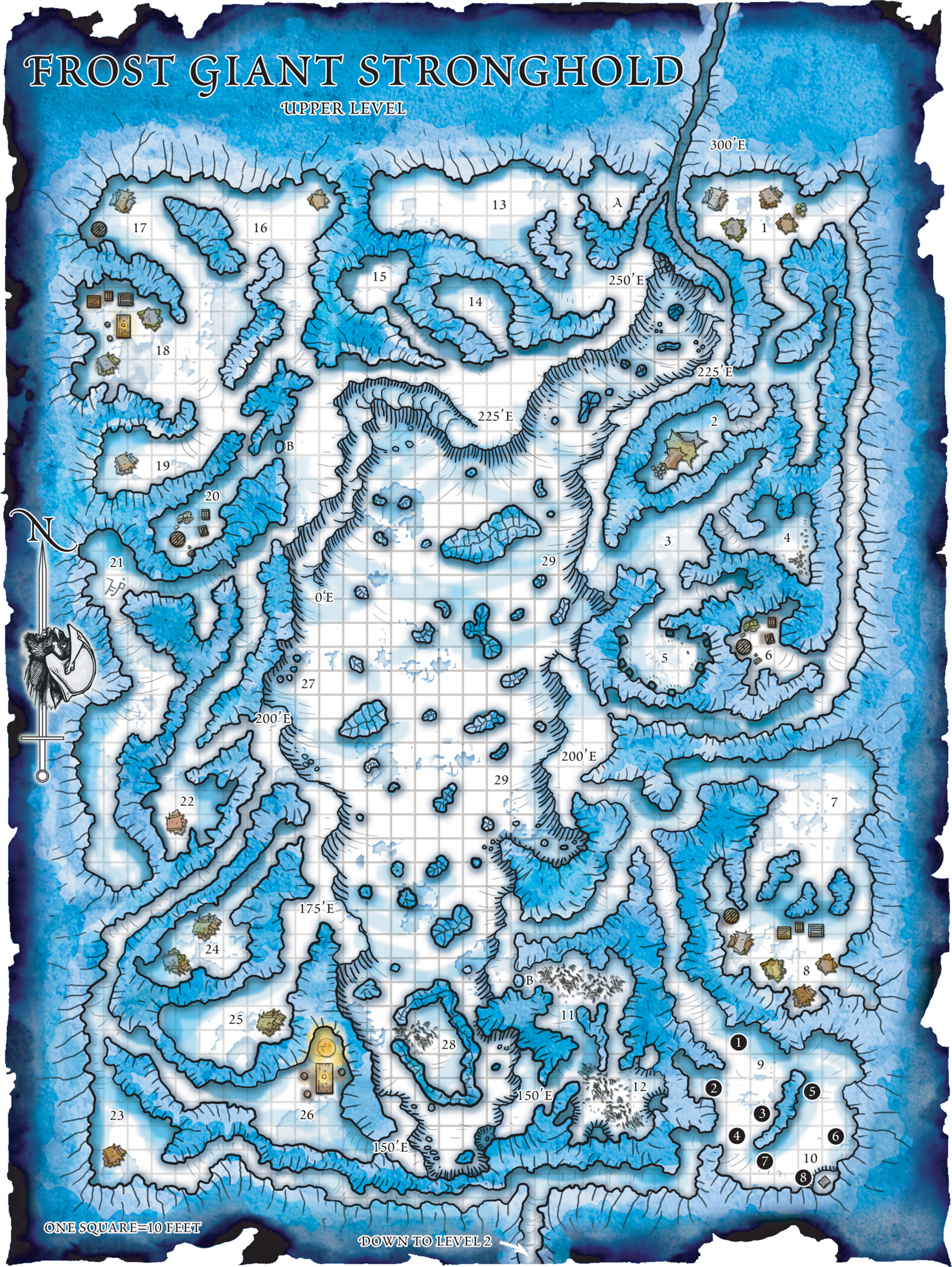
THIRD LEVEL



ONE SQUARE=10 FEET

FROST GIANT STRONGHOLD

UPPER LEVEL





HILL GIANT STRONGHOLD

DUNGEON LEVEL

ONE SQUARE=10 FEET

Palace of Burning Ice

One square = 20 feet

Level One



Level Two



Level Three



Level Four



Level Five



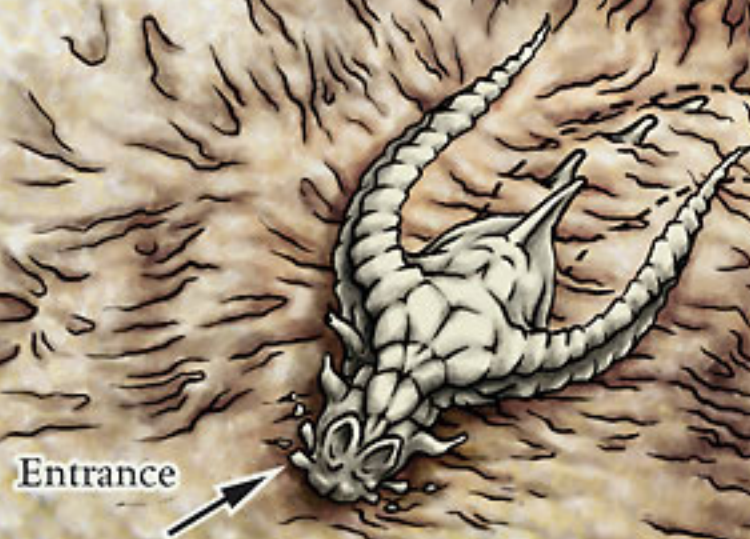
Shrine to Io



Side View



Shrine



Entrance



INTERCEPT



One Square = 50 Feet



The Sable Drake

Steps Up		Stove		Hawsepipe		Rail		Weakened Deck	
Steps Down		Shelf/Table		Anchor		Trapped Rail		Greased	
Mast		Chair		Ballista		Caltrops		Ejection Trap	
Door		Bunk		Porthole					
Cask		Hatch		Ship's Wheel					
Cargo		Chimney		Boat					



Bilge



Cargo Hold

Officers' Quarters



Lower Deck

Galley

Crew and Food Storage



Main Deck

Armory

Captain's Quarters

Quarterdeck

Bowsprit



Foc's'le

Yardarms

Foremast



Crow's Nest

Mainmast

Gaff Rig

Vampire Lair

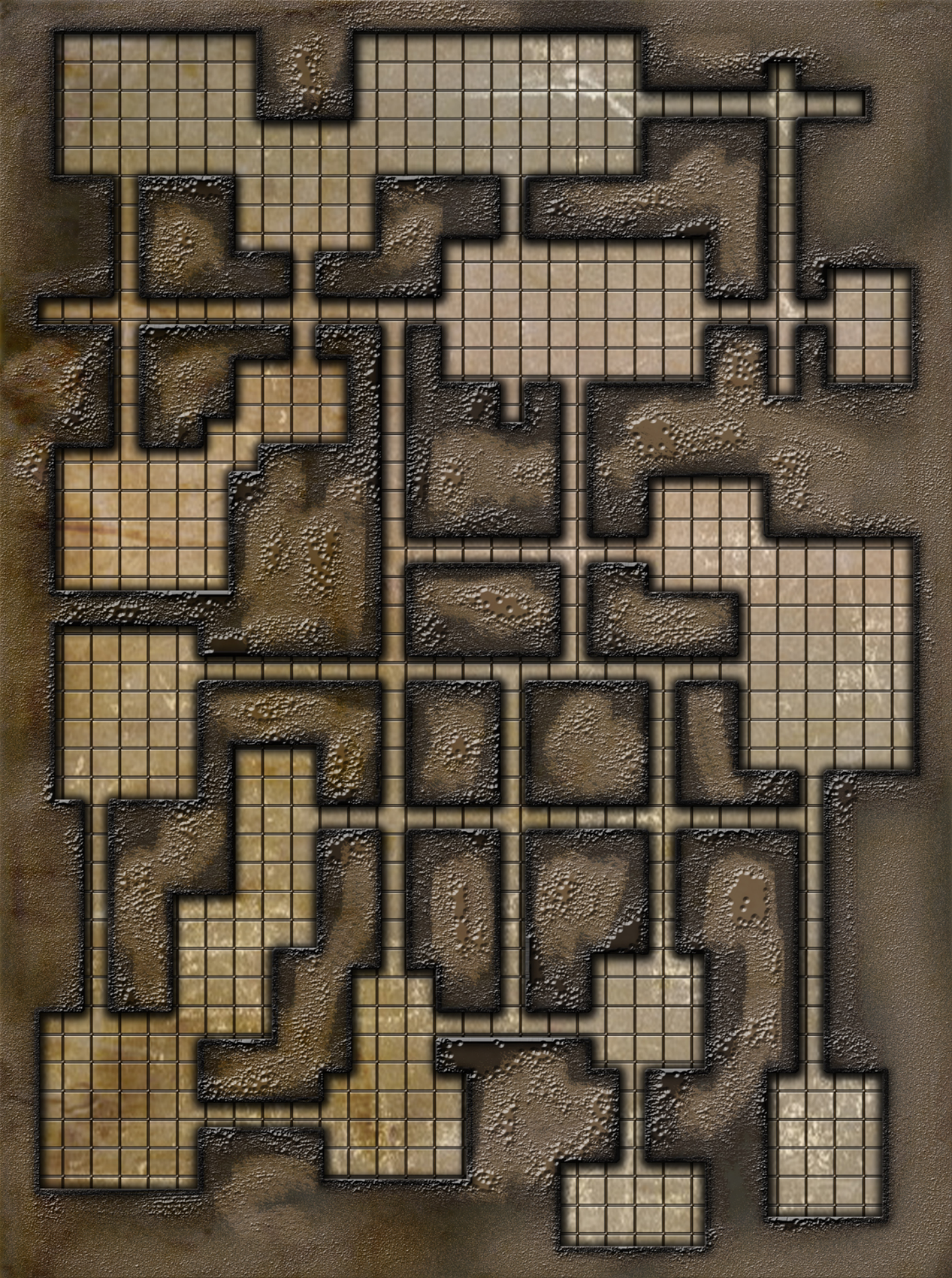
One square = 5 feet

Sivart's Coffin



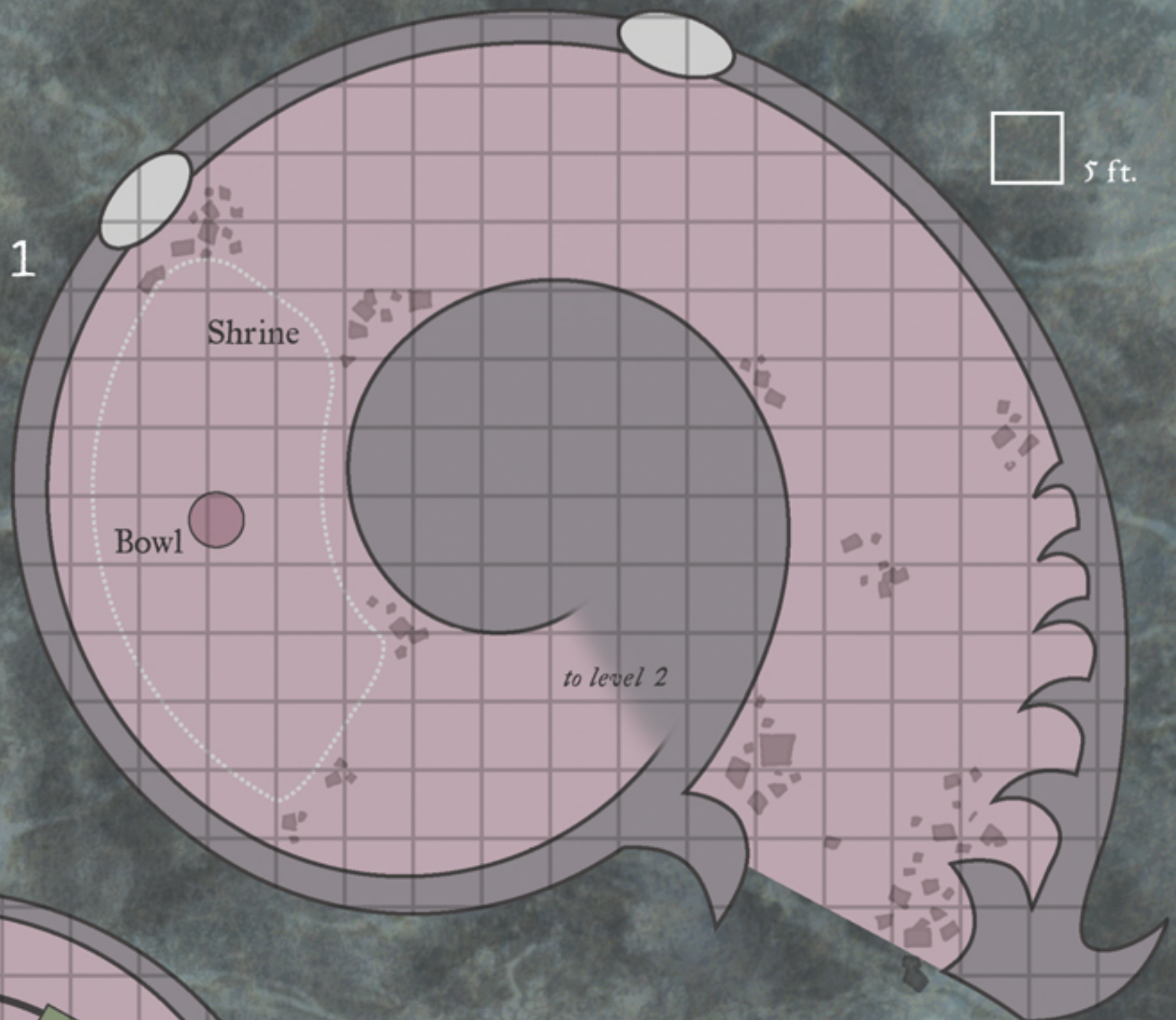
Locked
Chest



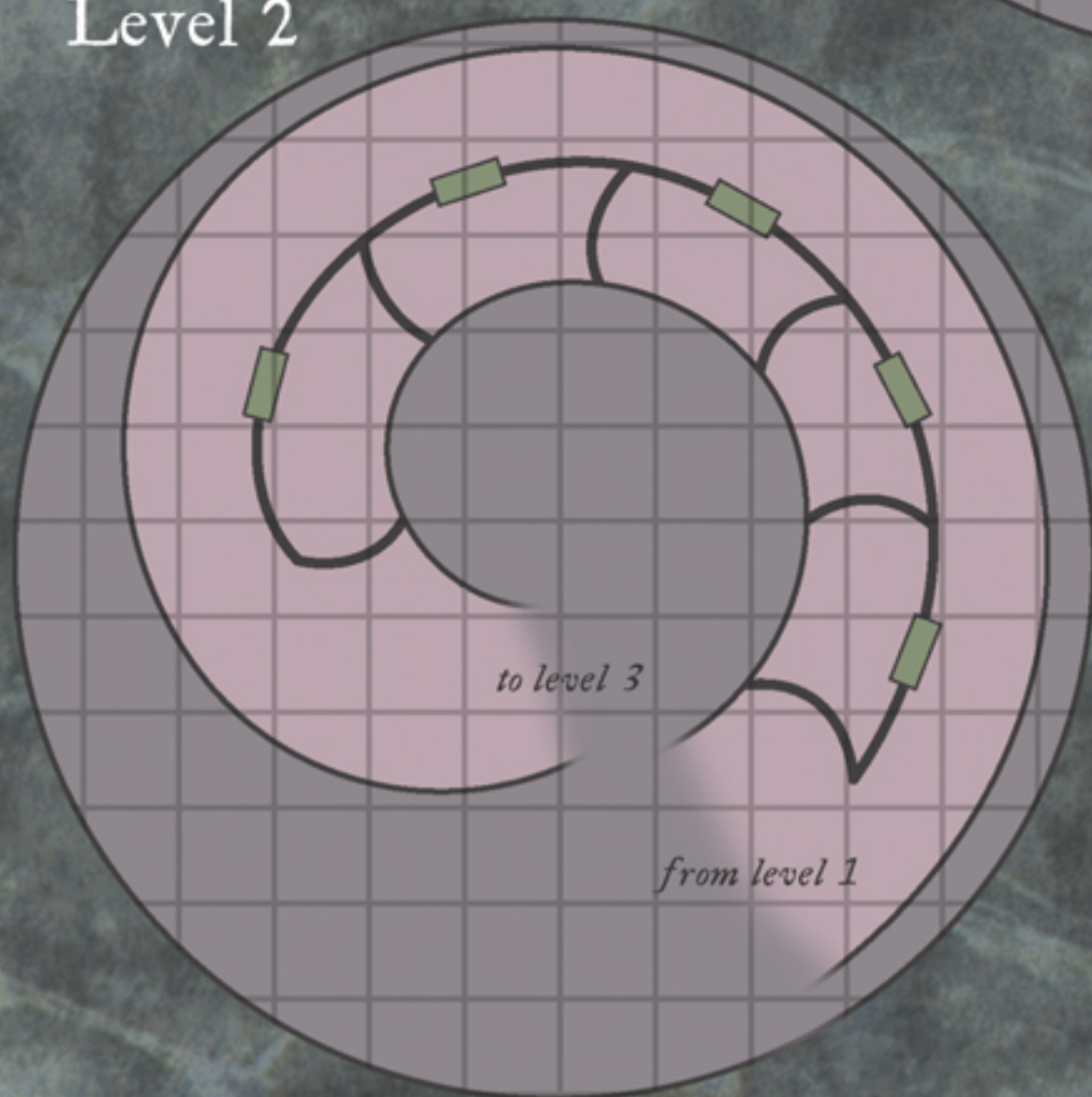


Lost Temple Priestesses' Quarters

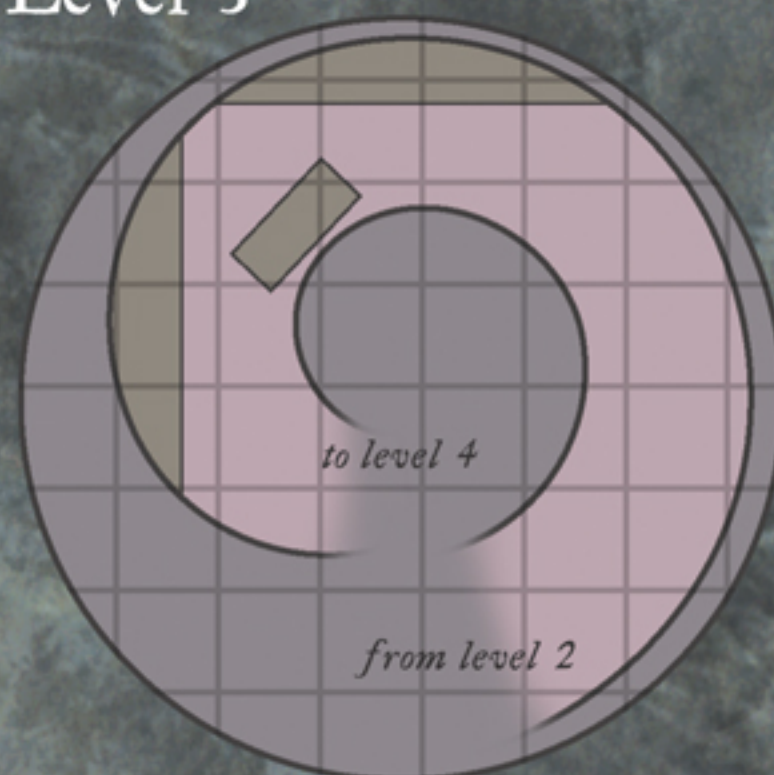
Level 1



Level 2



Level 3



Level 4



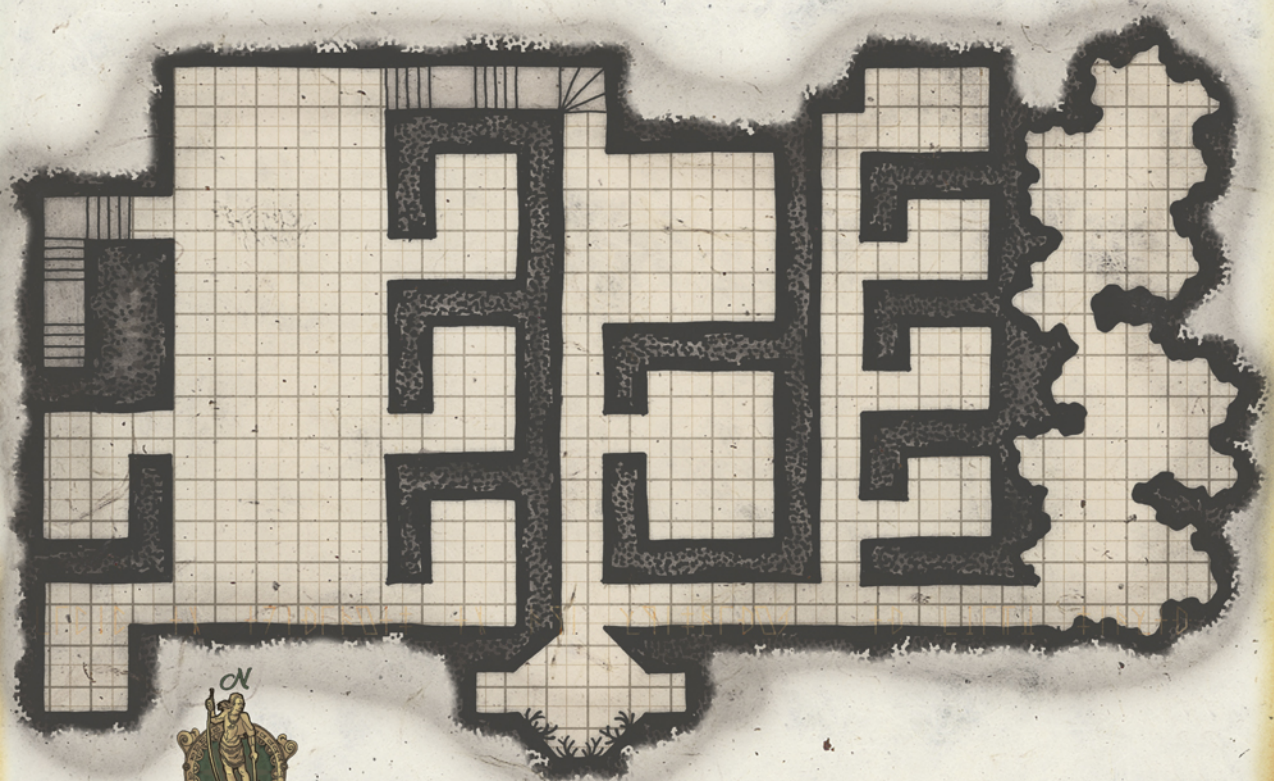
North



Sutulak







False Tomb



1. Entrance
2. False coffin
3. Secret passage
4. Sarcophagus
5. Sylghanis's nest

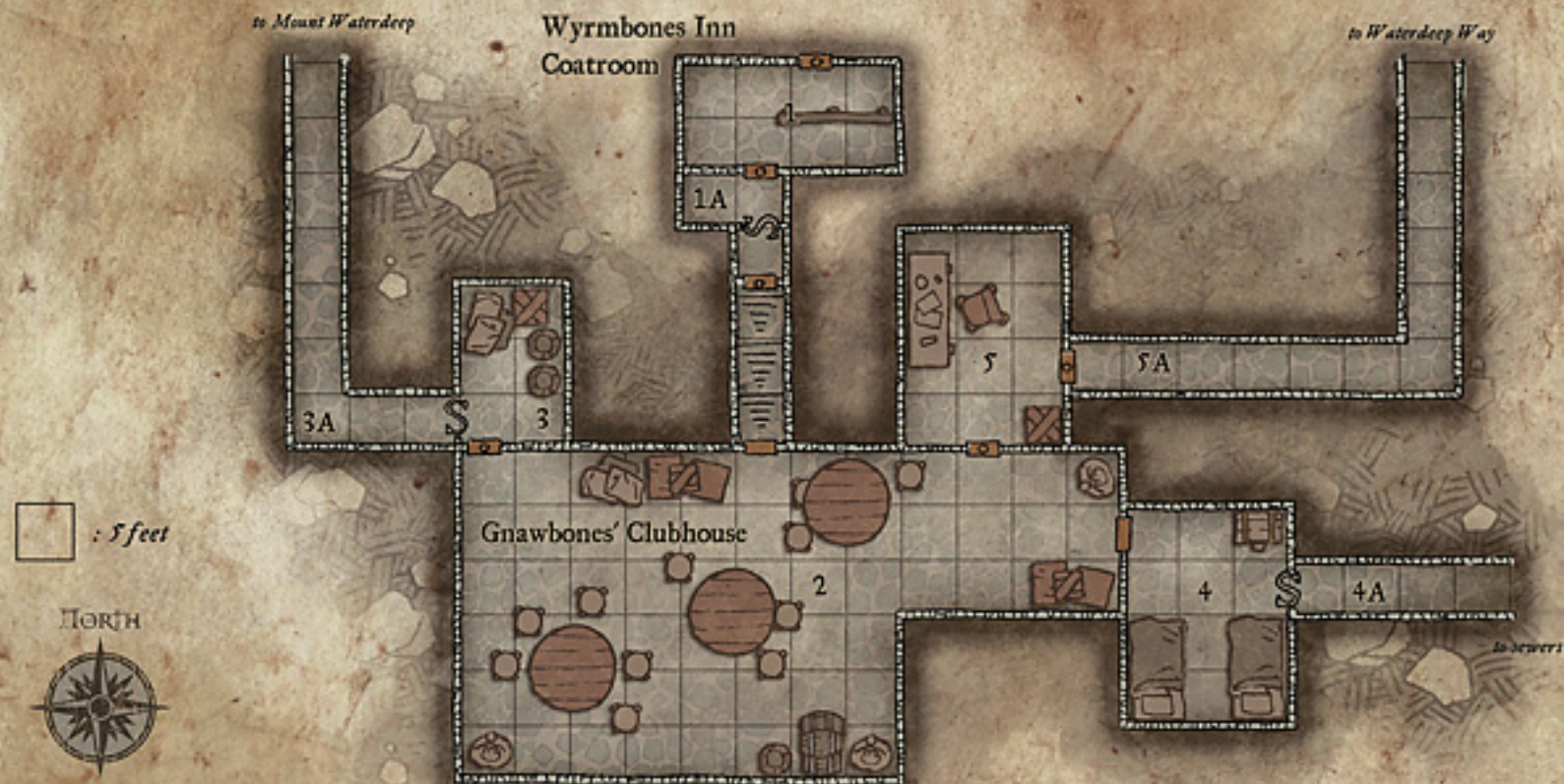
True Tomb

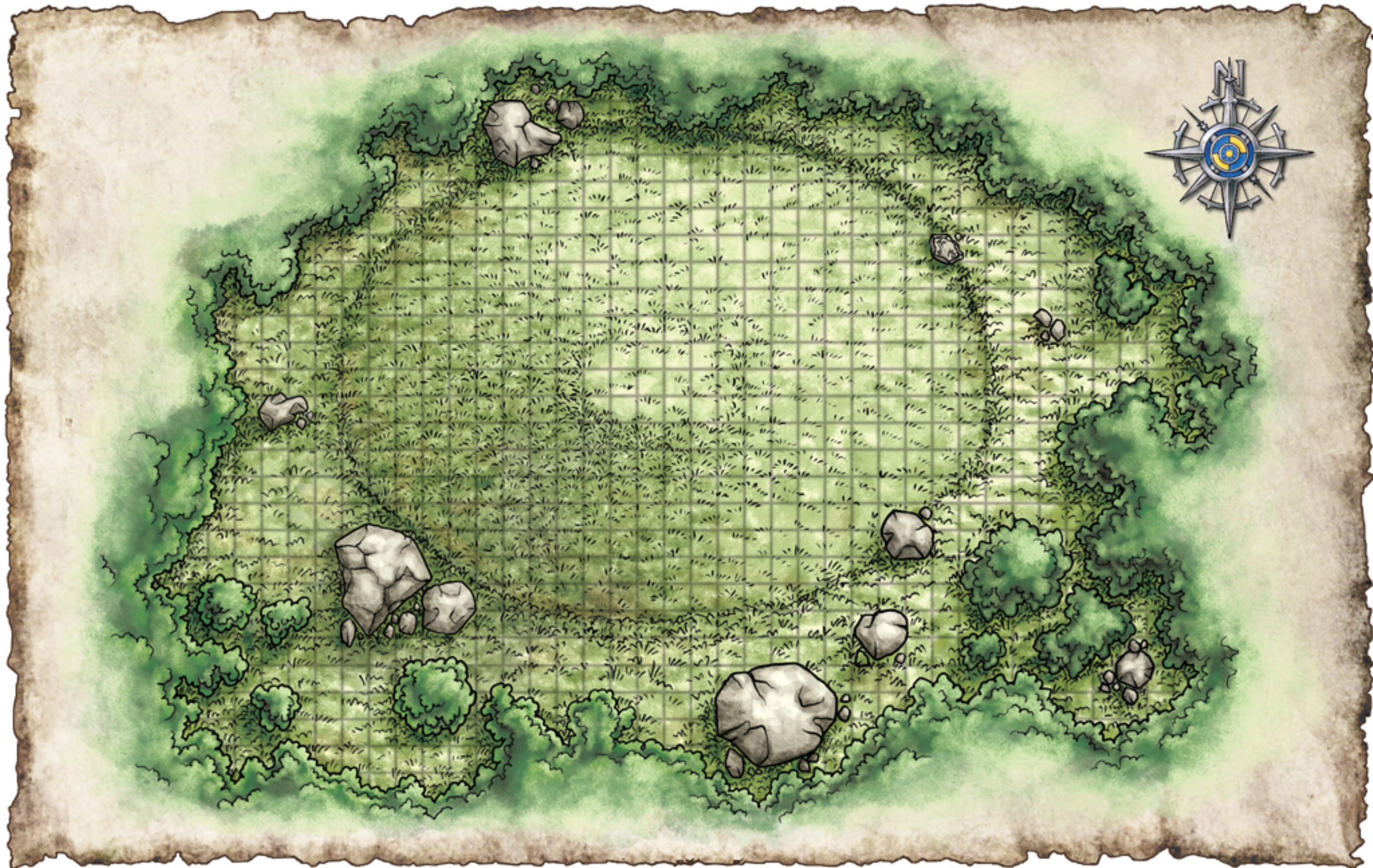


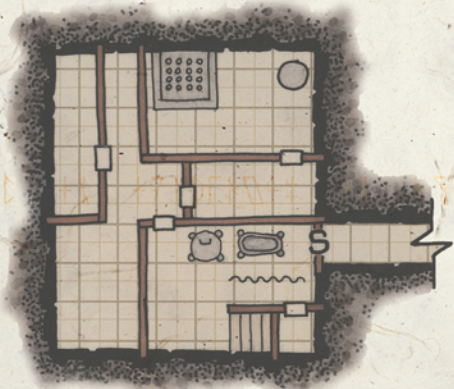
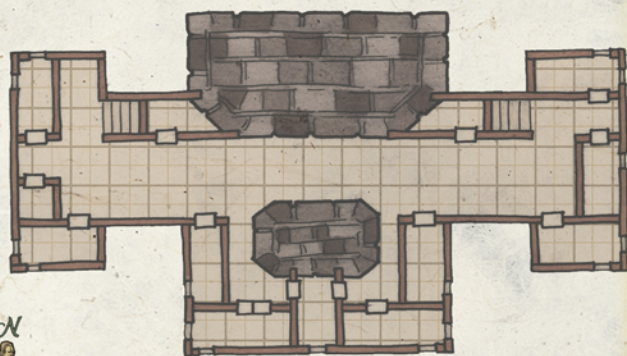
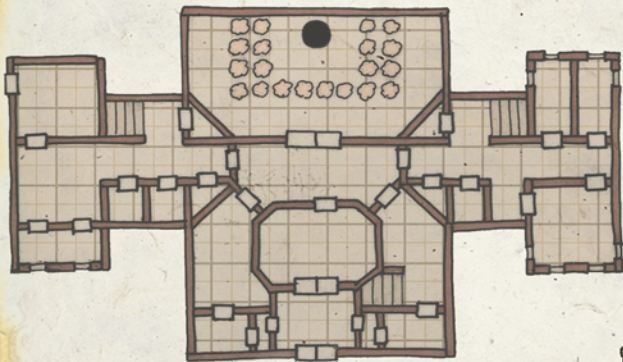
Lost Tomb of Malkys

One square = 5 feet

gnawbones Base

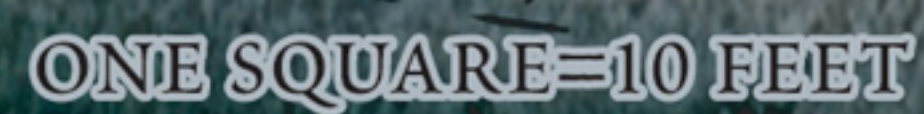




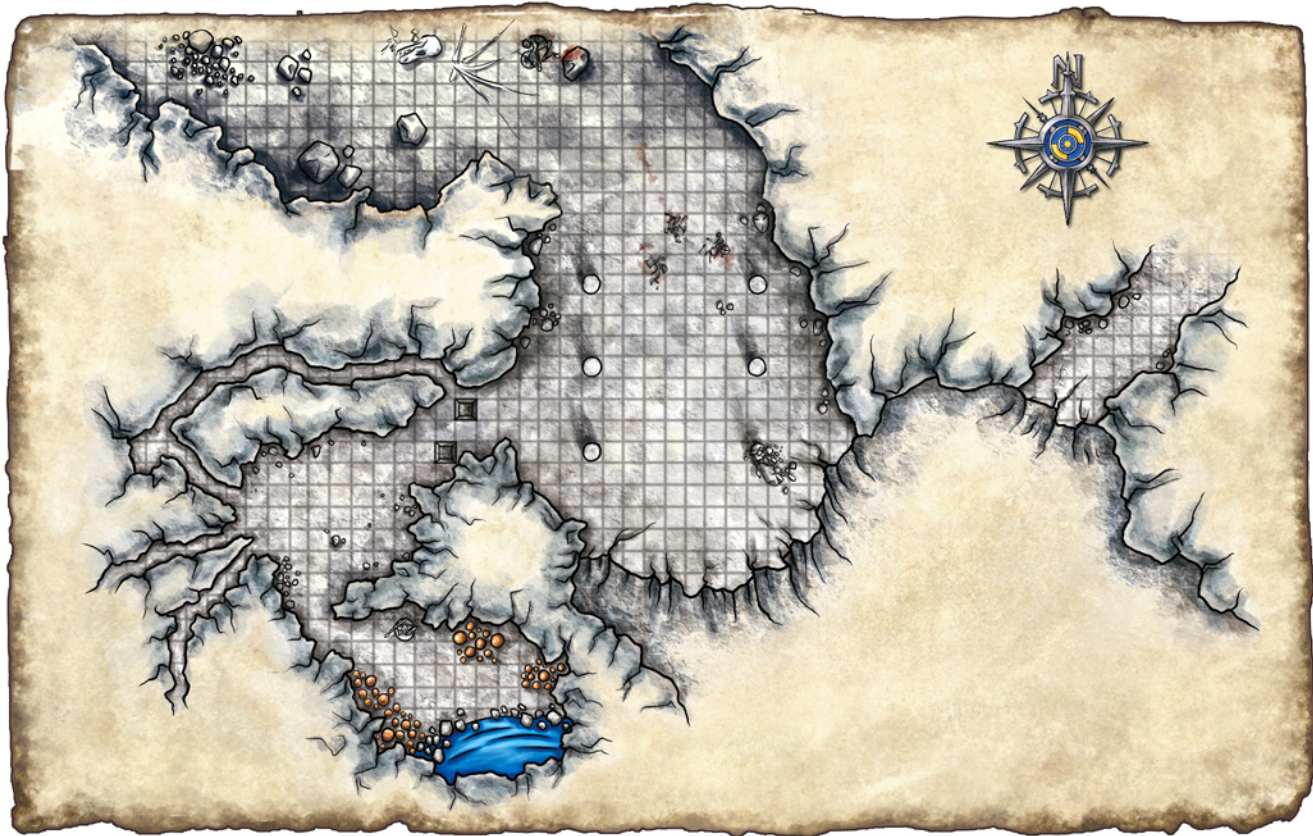




UP TO LEVEL 2









Yuan-Ti Snake Farm



Ladder
To House

Bedroom
Pet Cage

Snake Cages

One square = 5 feet



CUTAWAY VIEW
(FROM THE NORTH)

Magma

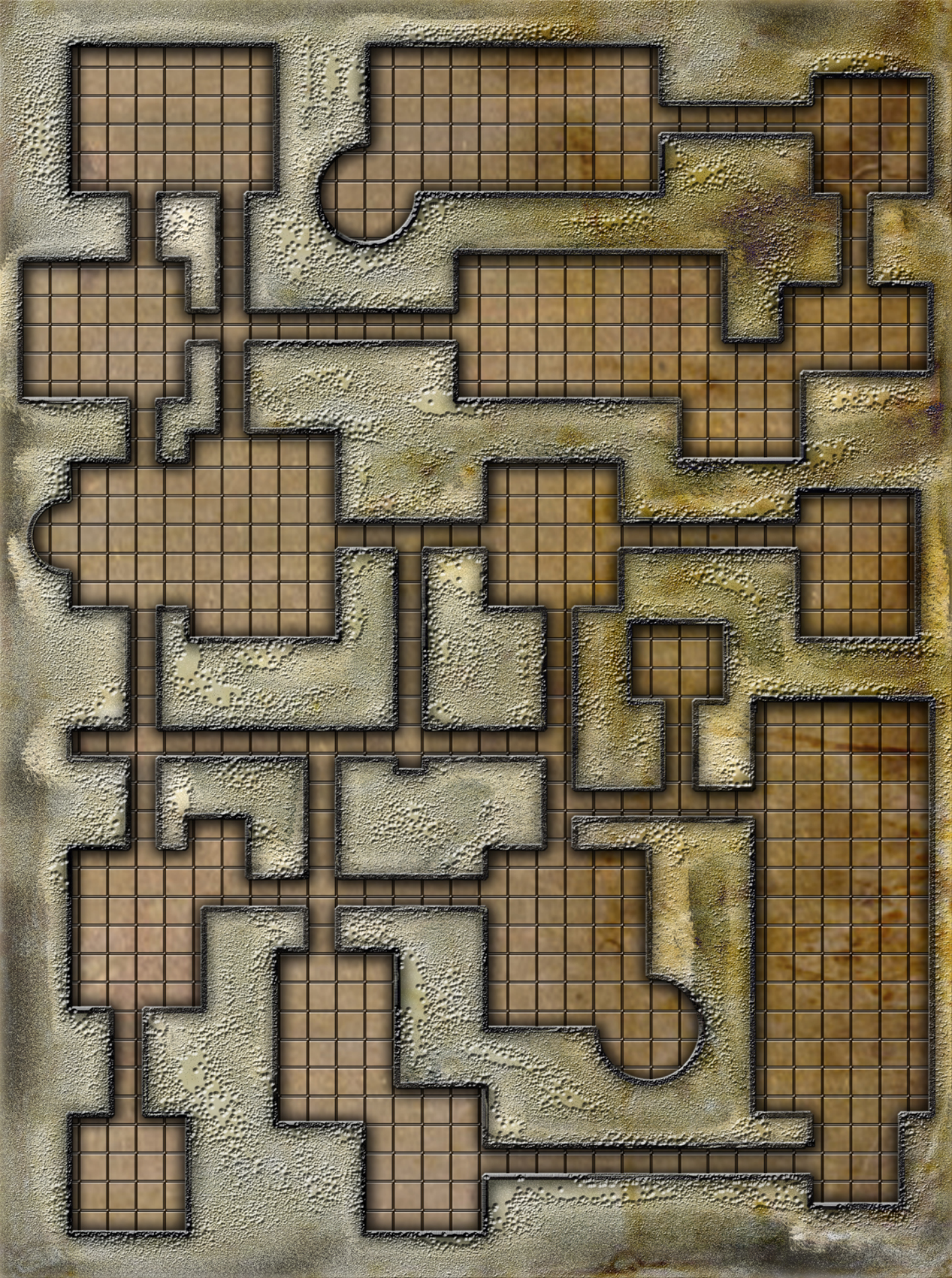
White Plume Mountain

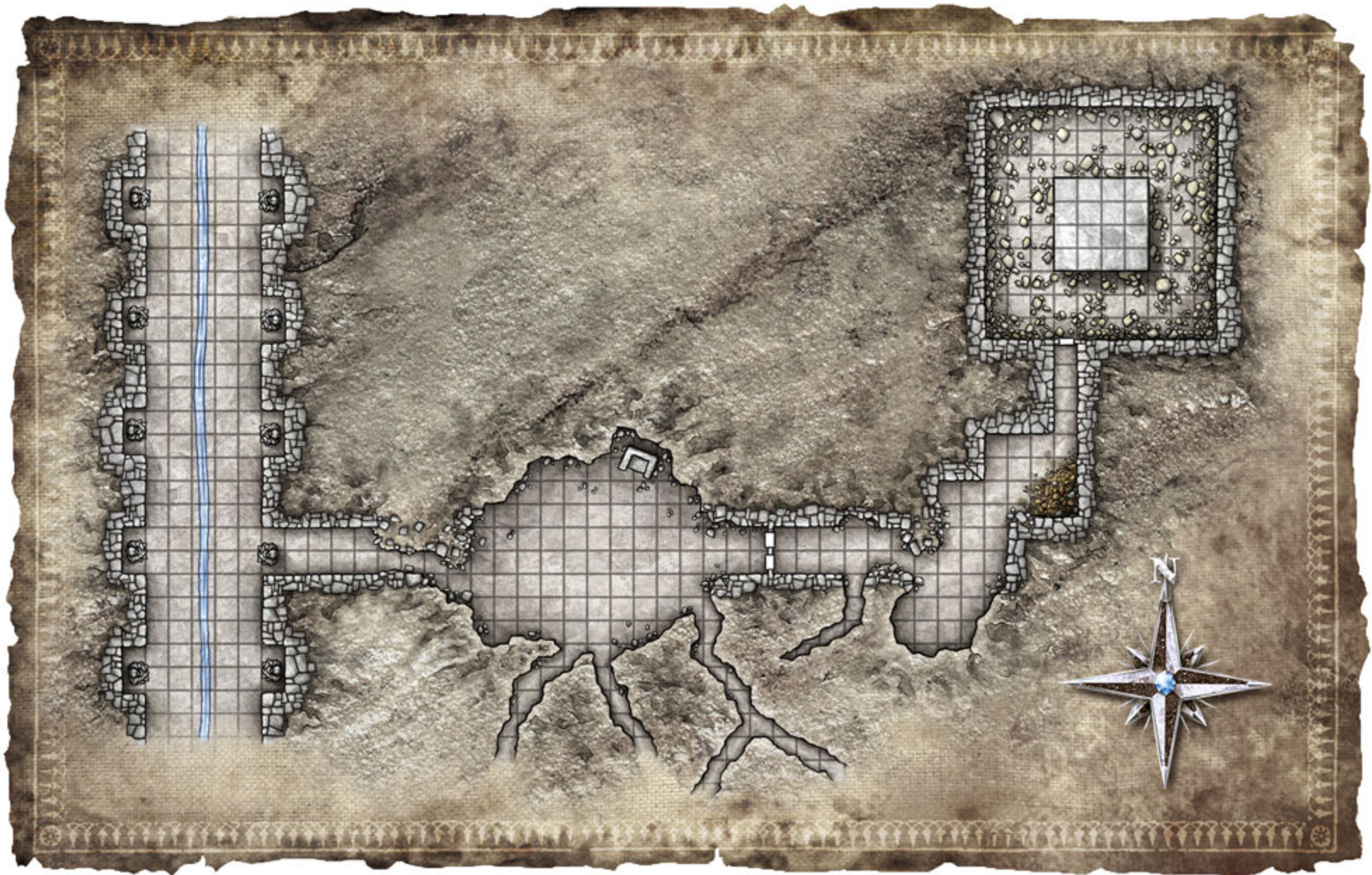
One square = 10 feet

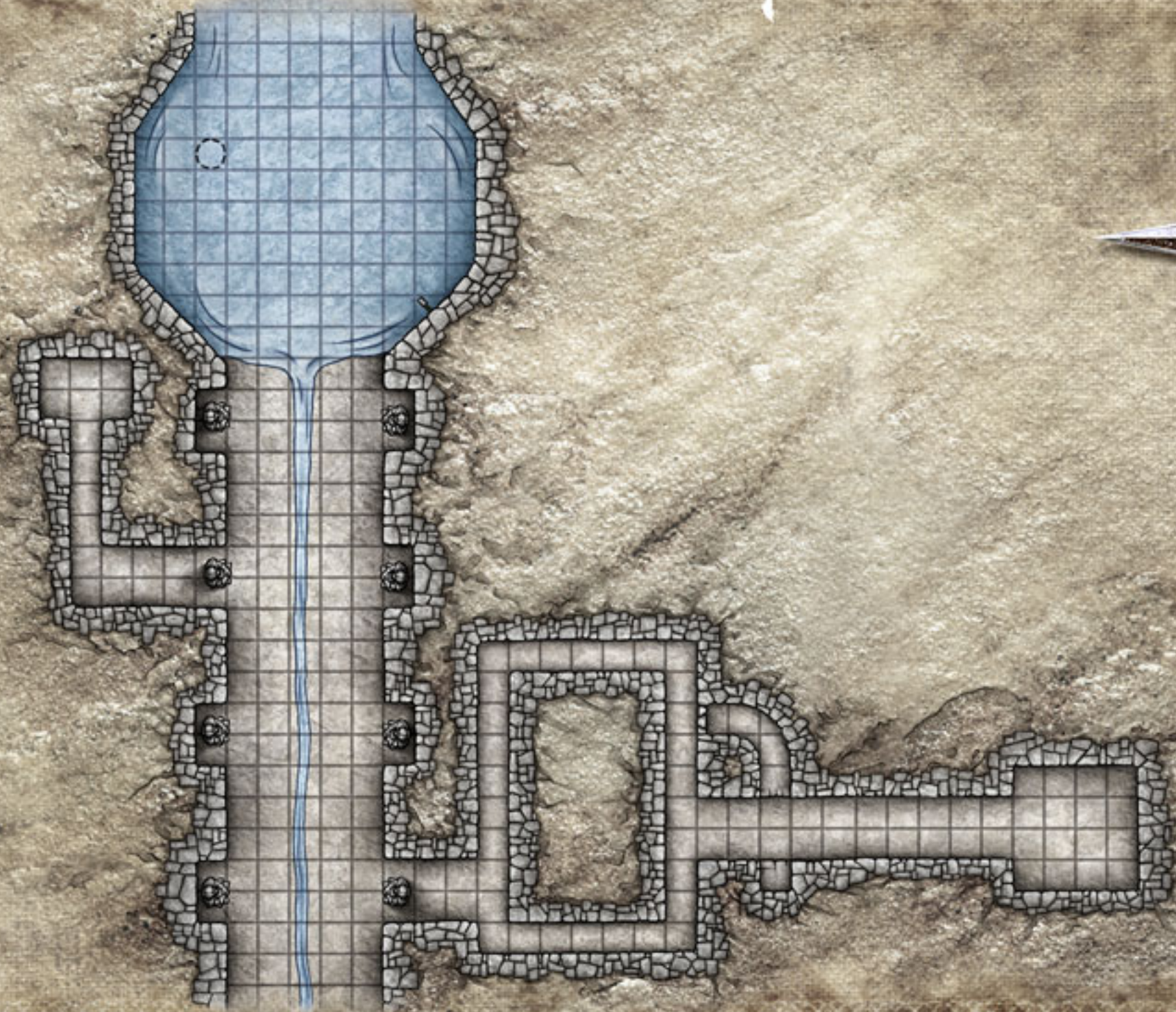
N

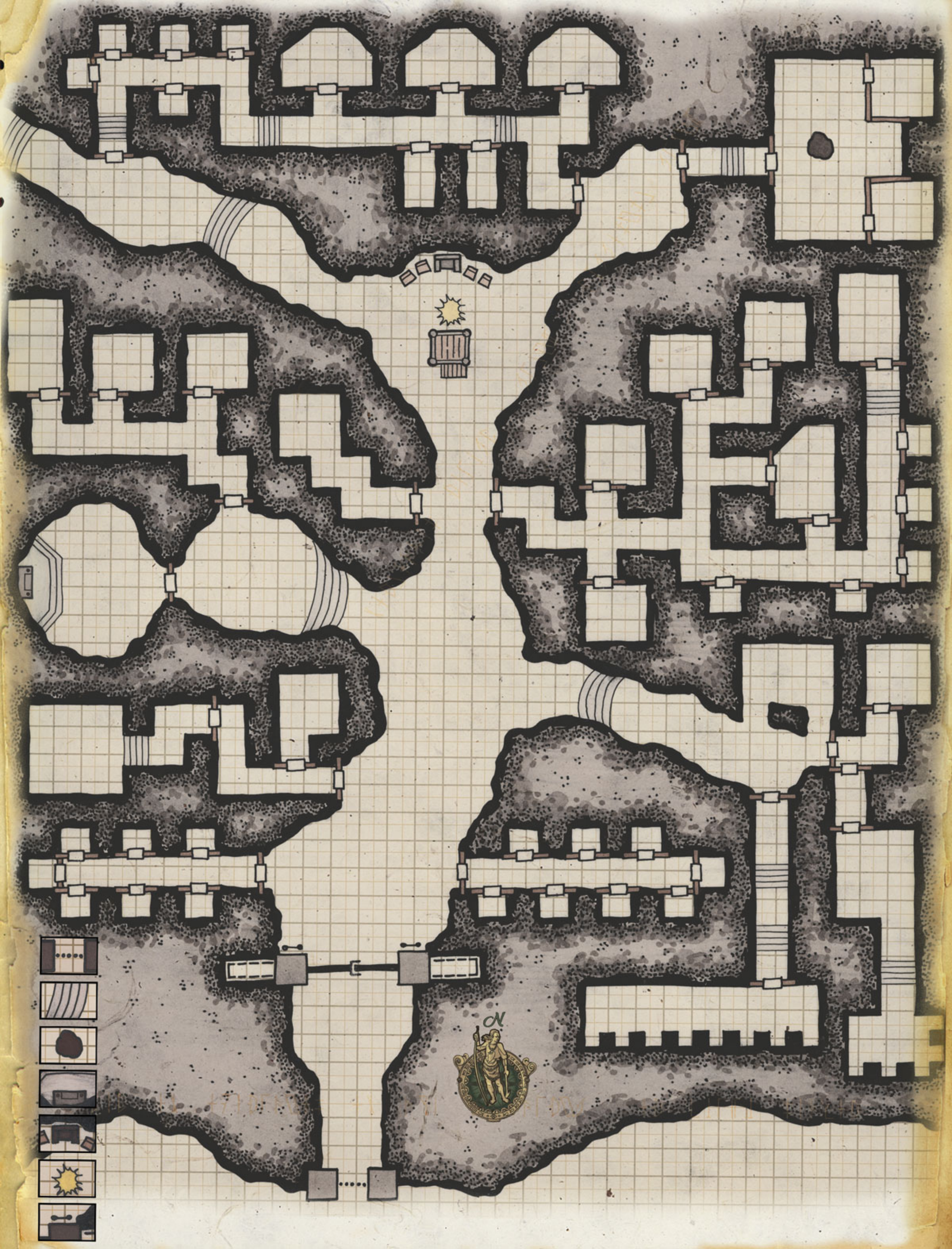


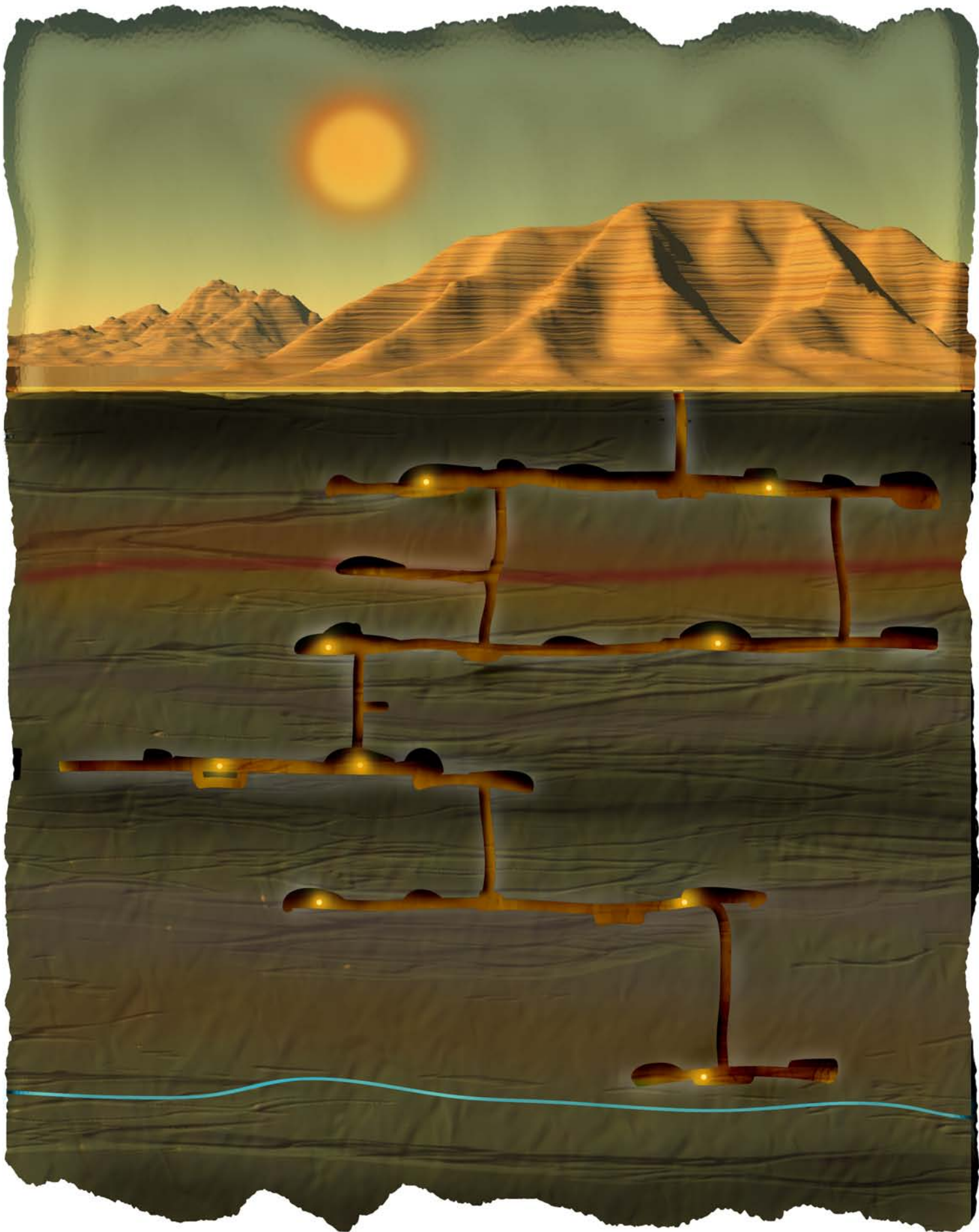
- Door
- Secret Door
- Stairs
- Disk
- Globe
- Raft

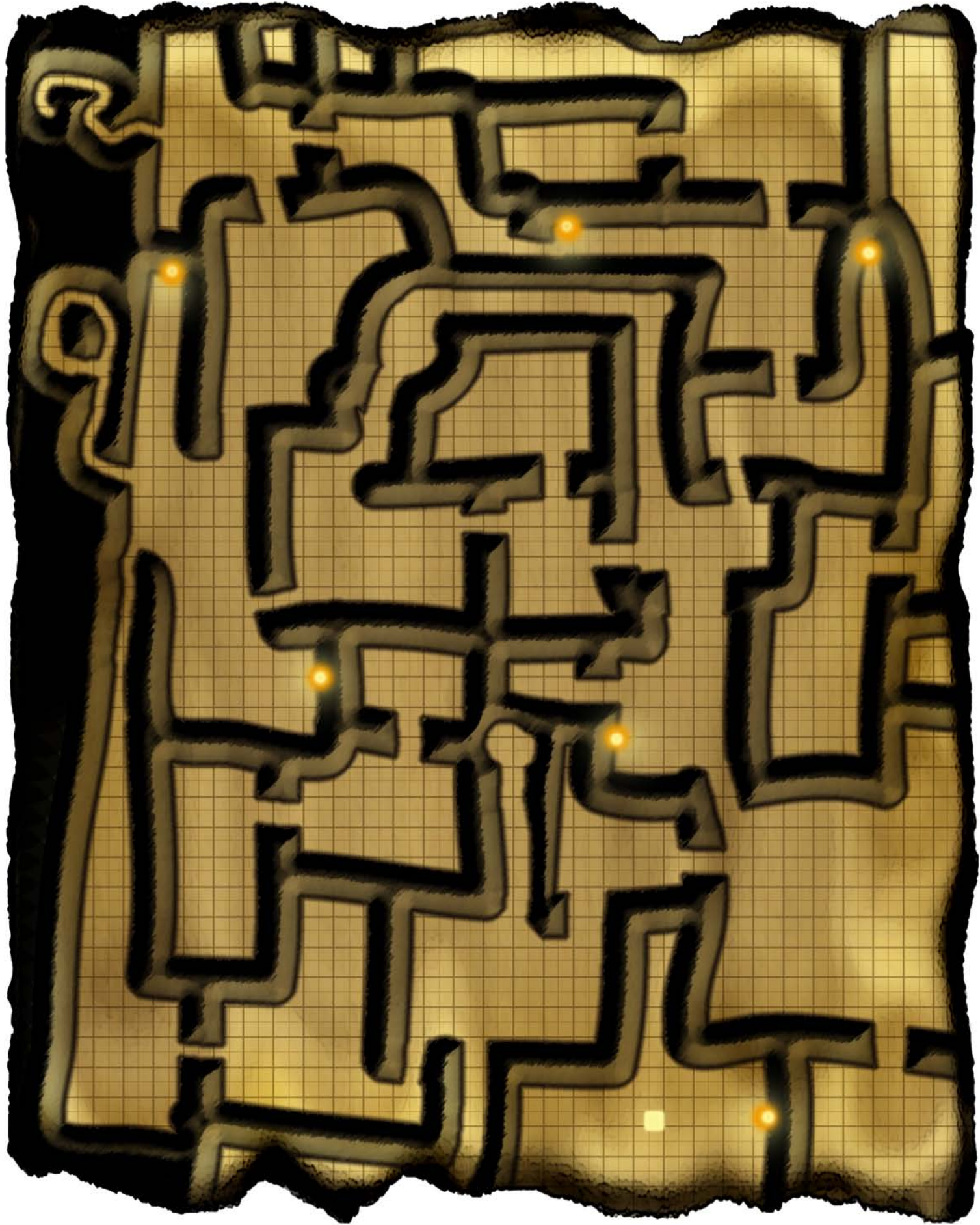




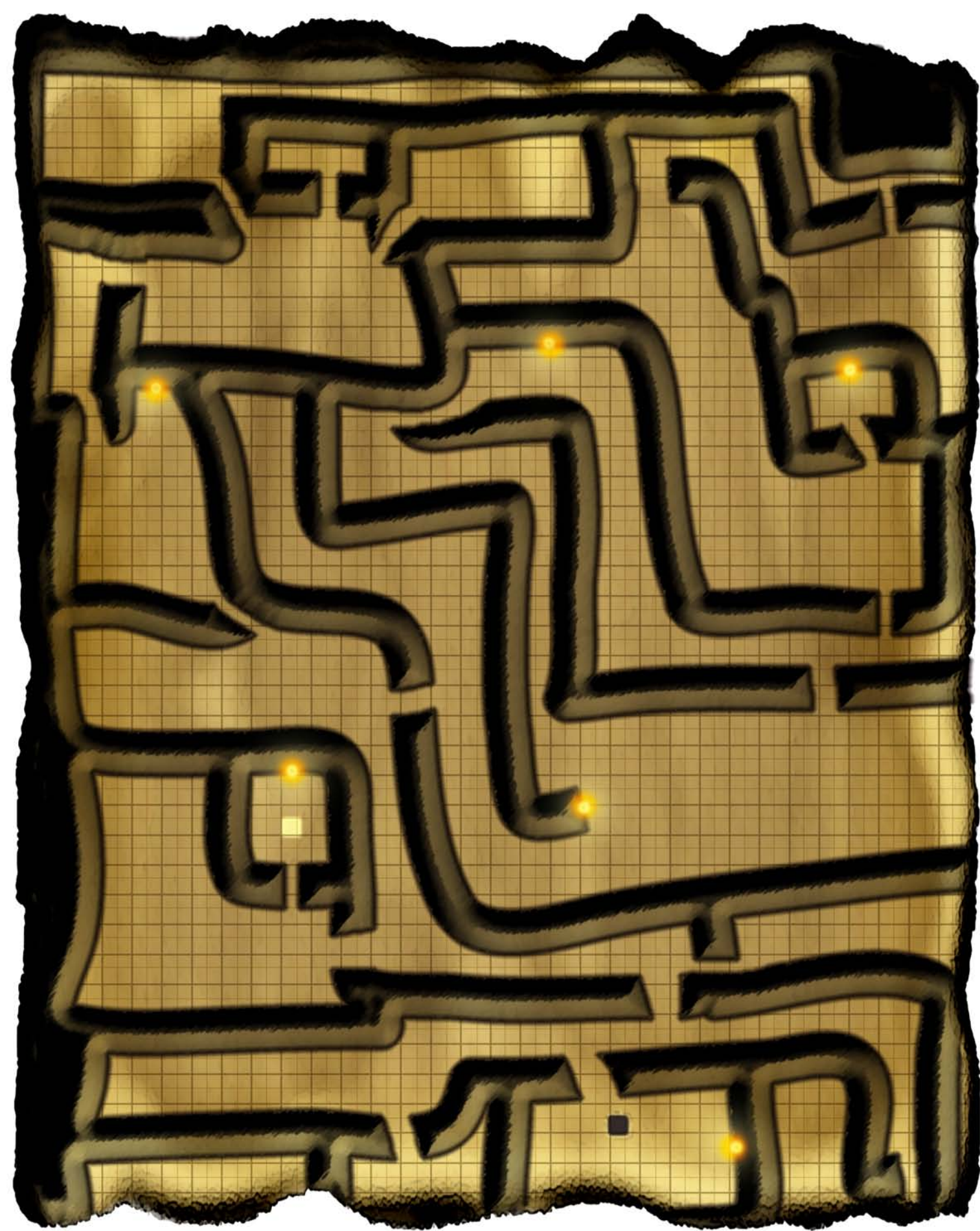




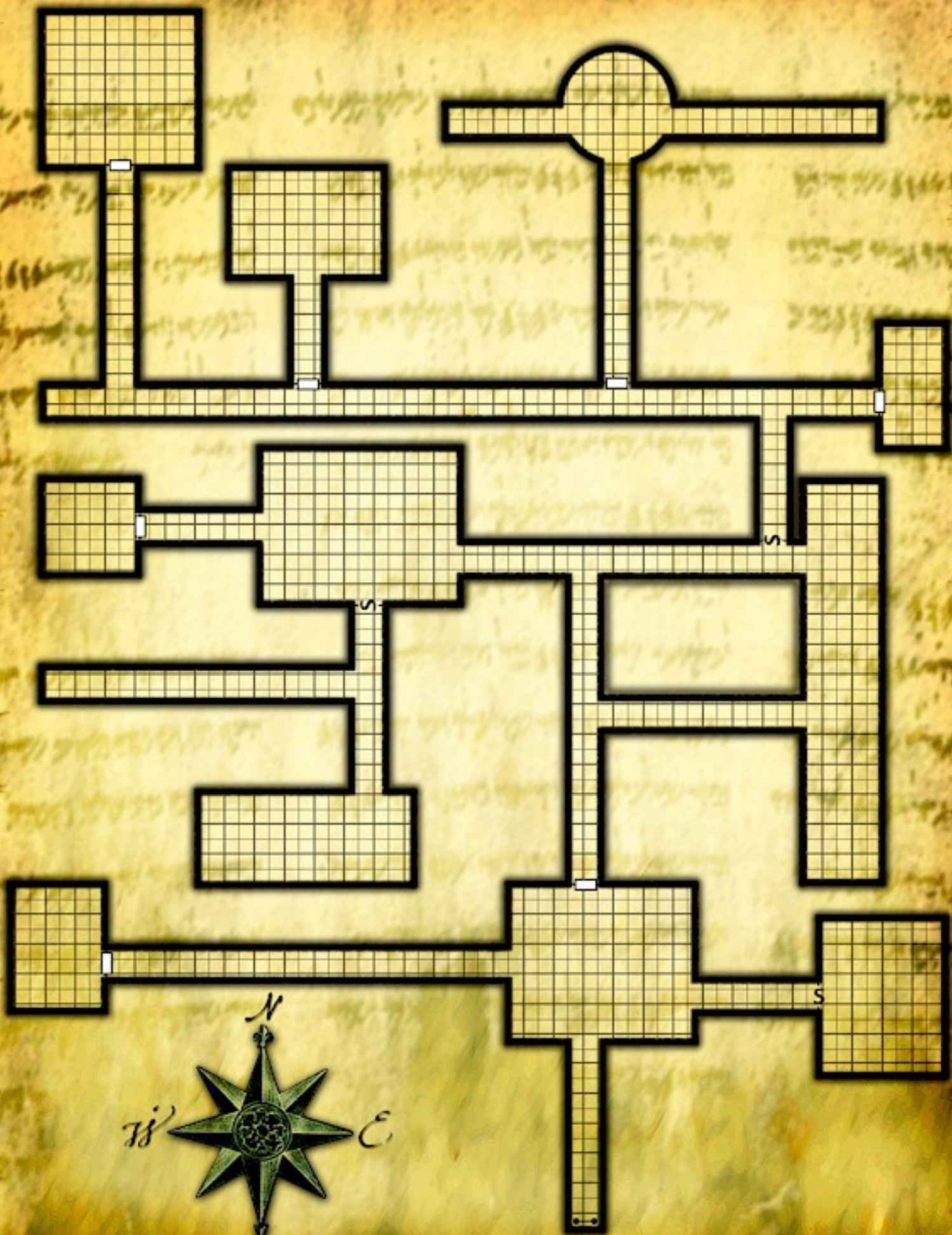


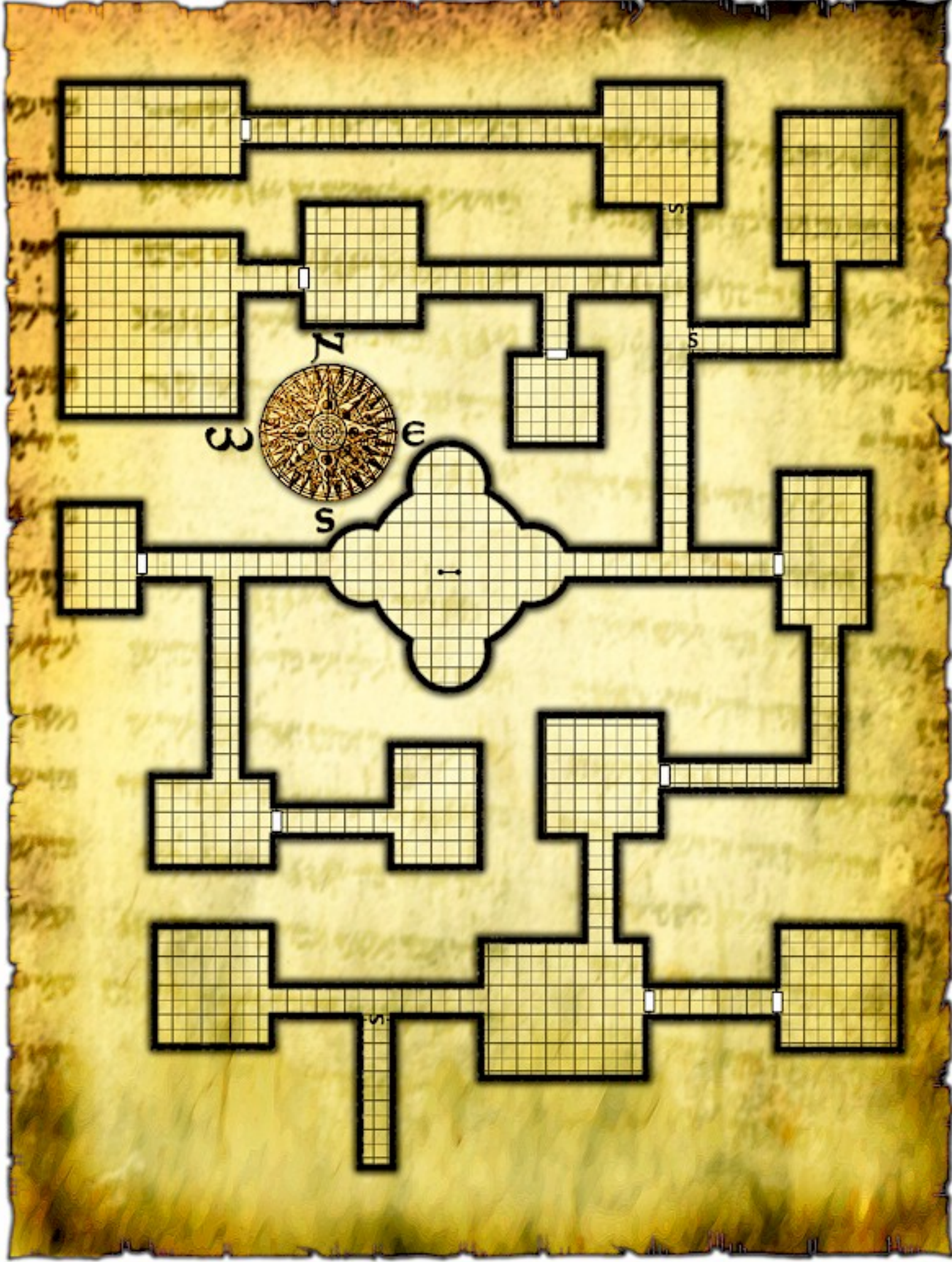


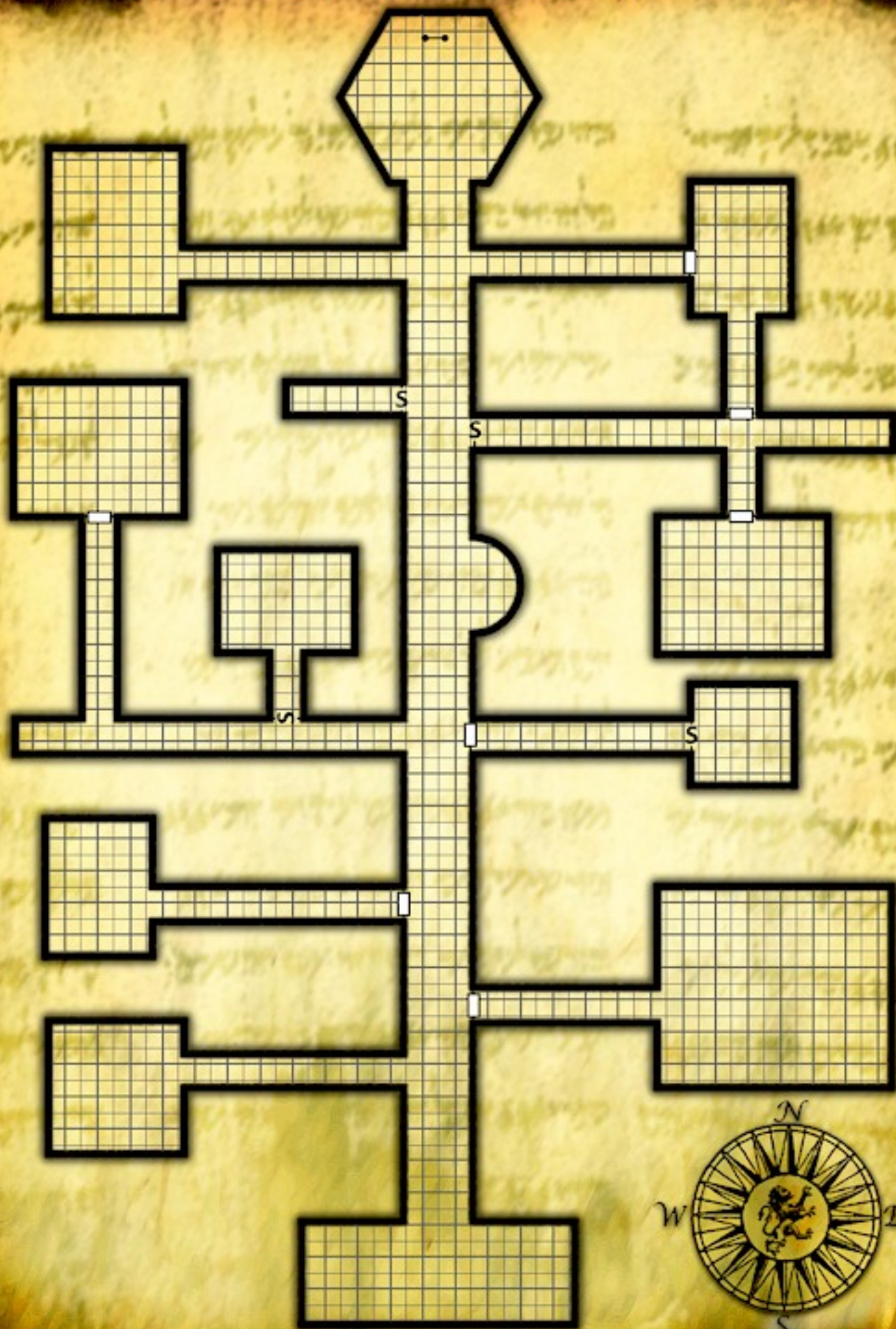


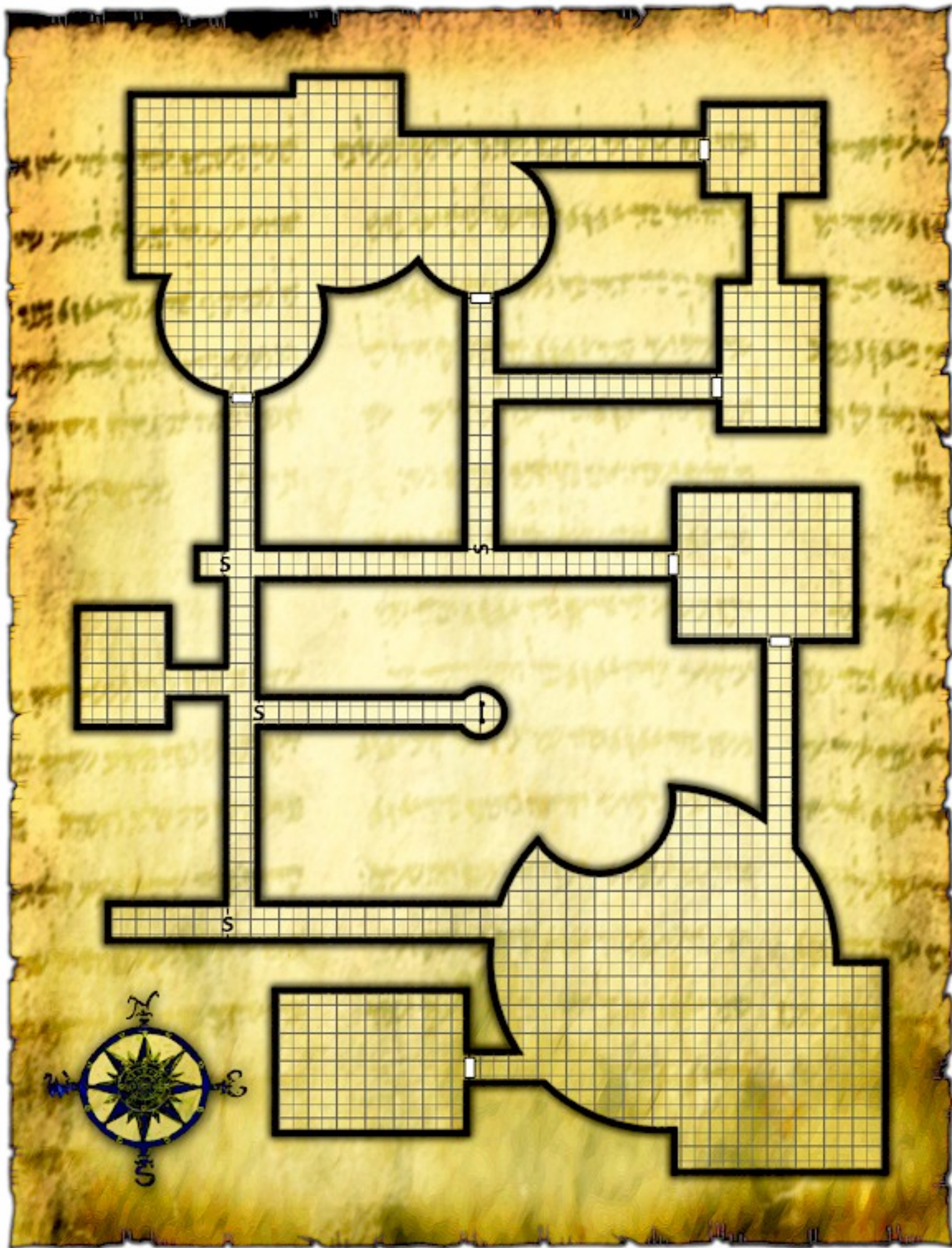












The Hidden Coast











Tertiary Watch
Tower C

Tertiary Watch
Tower D

Tertiary Watch
Tower A

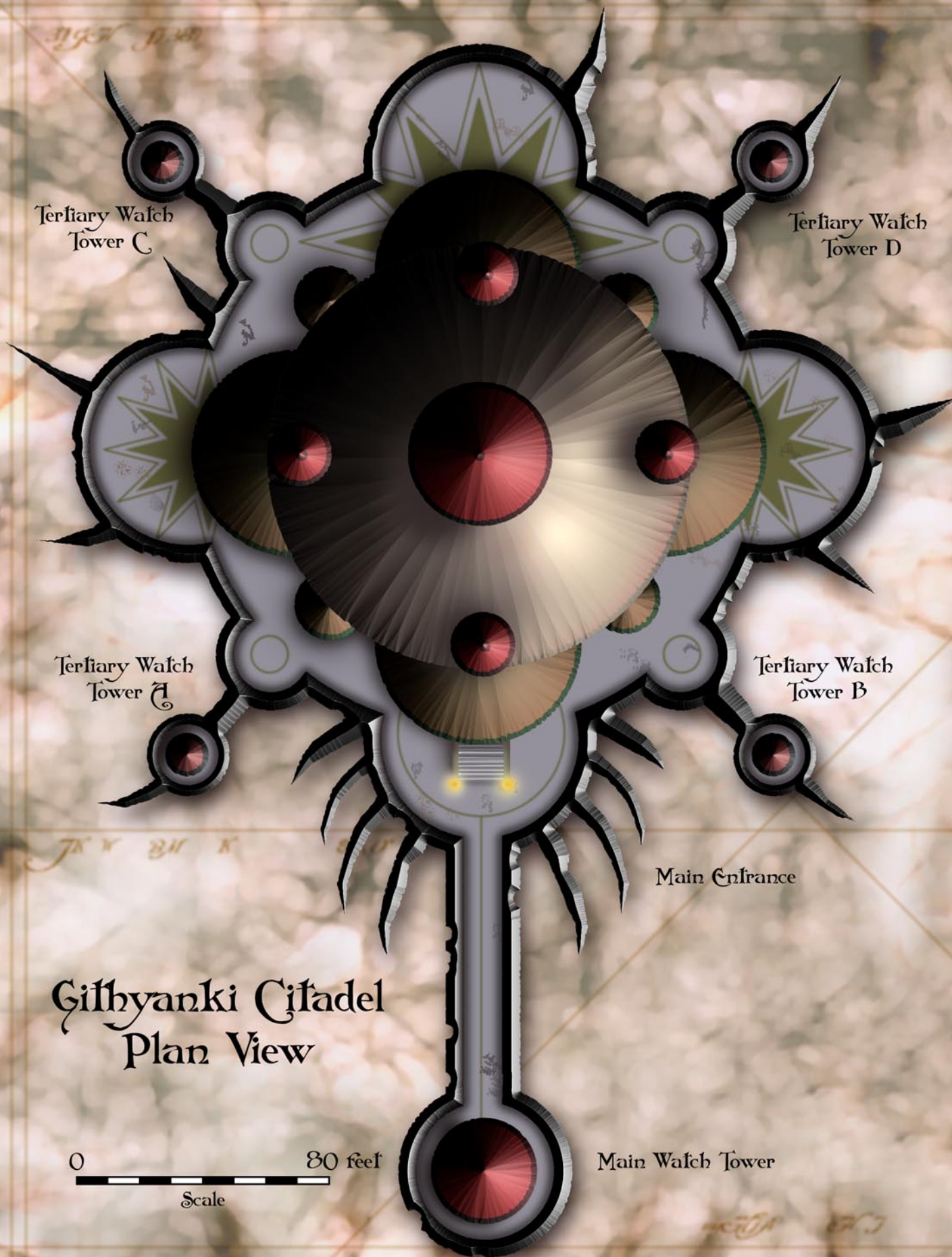
Tertiary Watch
Tower B

Main Entrance

Githyanki Citadel Plan View

0 80 feet
Scale

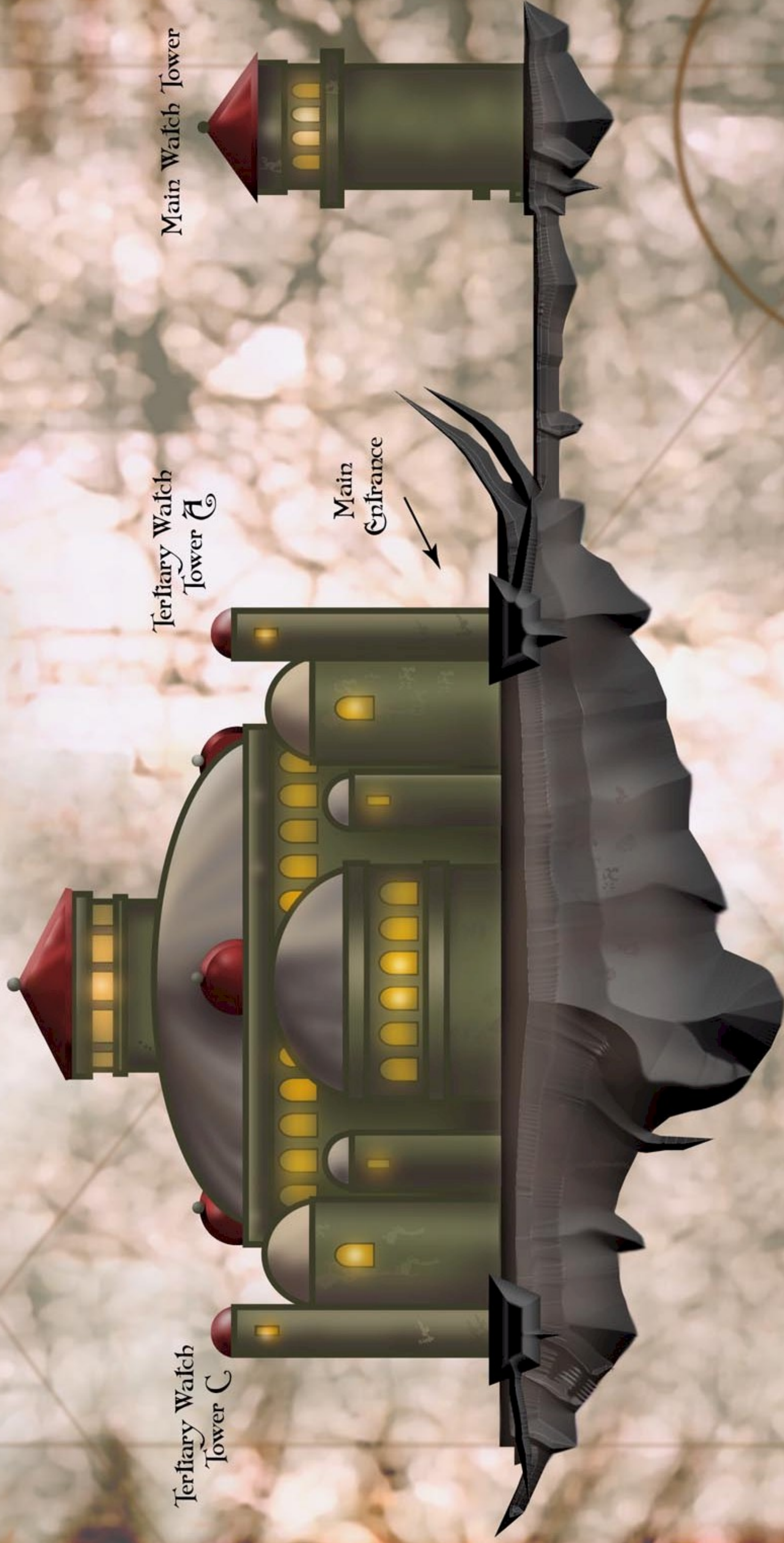
Main Watch Tower



19 K0a928

252 A

Githyanki Citadel Side View



Tertiary Watch
Tower C

Tertiary Watch
Tower A

Main
Entrance

Main Watch Tower

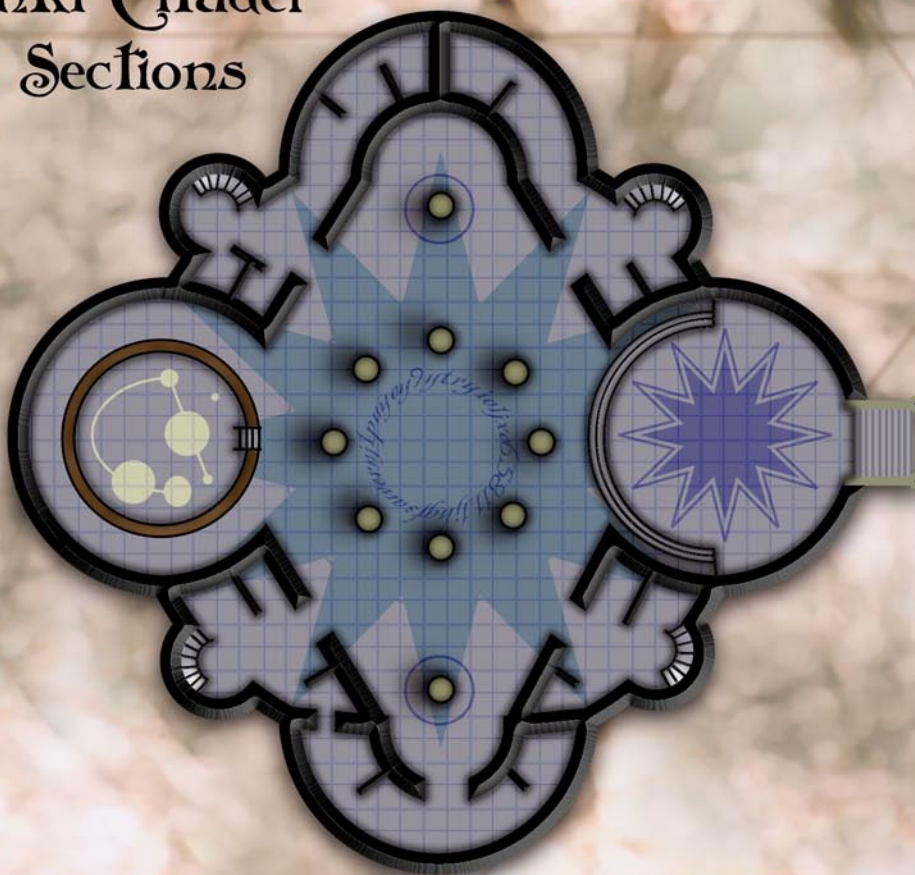
0 80 feet
Scale

AFR

Githyanki Citadel

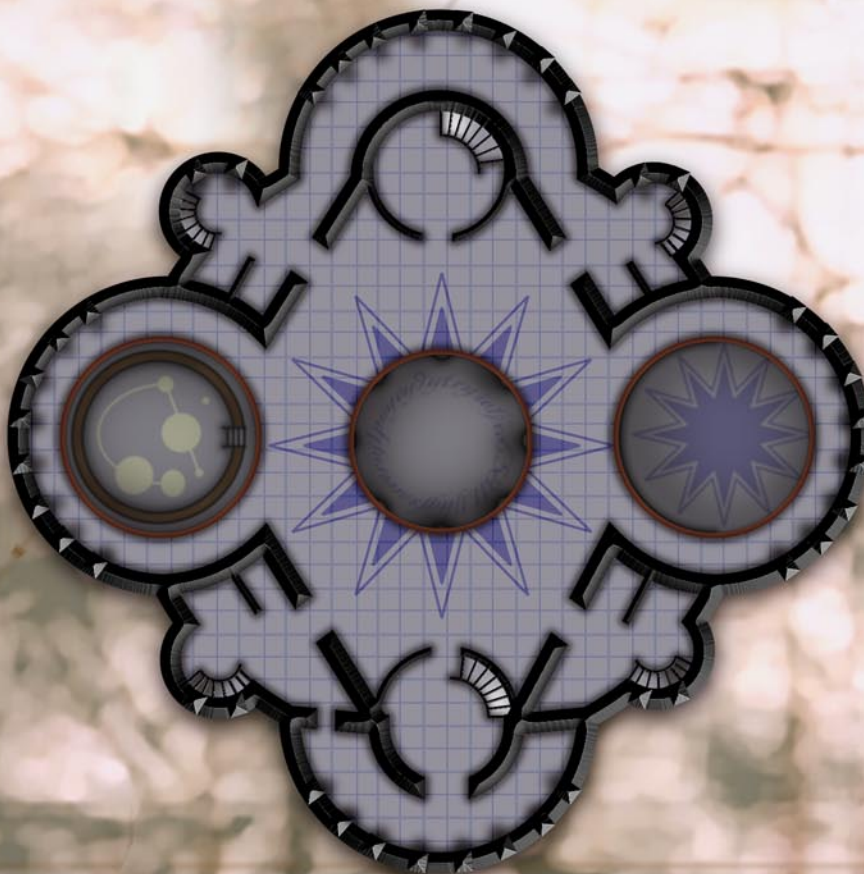
Floor Sections

Ground
Floor



Main
Entrance

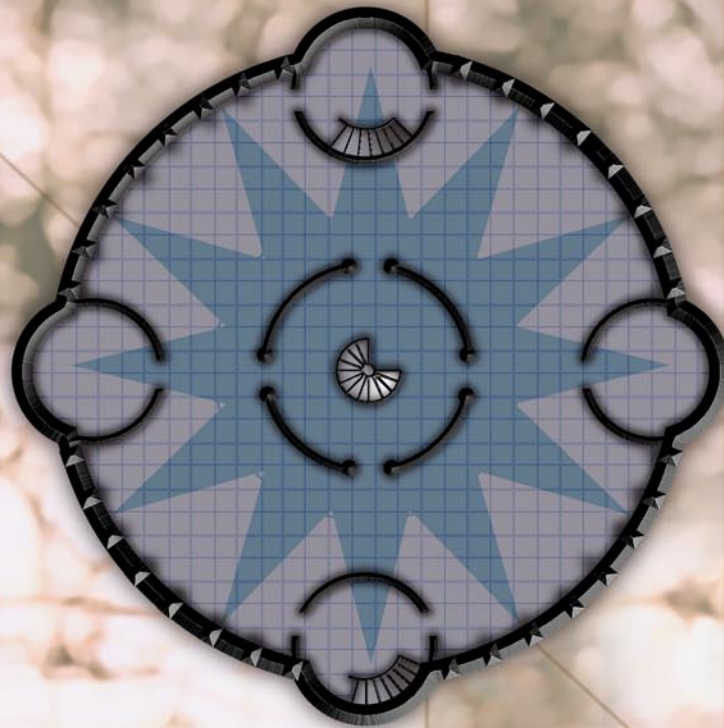
Second
Floor



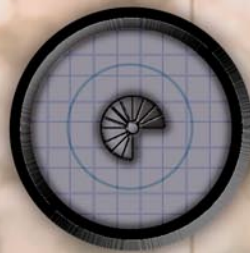
5 feet
10 feet
Scale

Gilhyanki Citadel Floor Sections

Third
Floor



Central
Tower
Lower



Central
Tower
Upper



5 feet
10 feet
Scale

Githyanki Citadel

Main Watch Tower

Call-away
View

Entrance

5 feet



10 feet

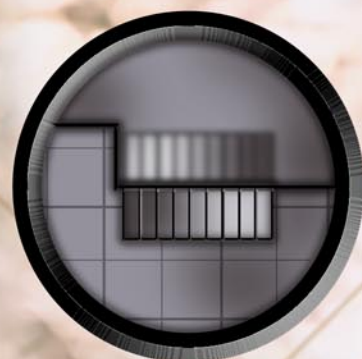
Scale



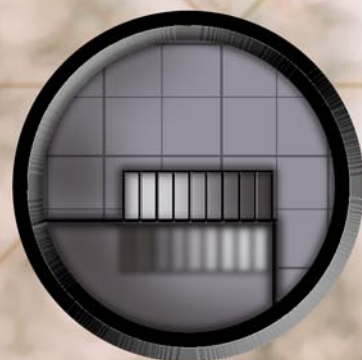
Fourth
Floor



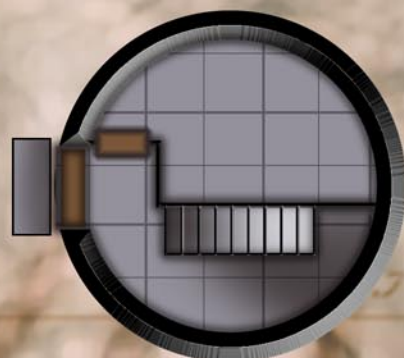
Third
Floor



Second
Floor



First
Floor



Ground
Floor

Misty Bay

The Village
Poisson

Shipyard
Docks

Old
Captain's
Rack

The Old
Lighthouse

Shipwreck



Shipwreck Detail





The Village Poisson

Market
Row

Fort
Kearny

Seamus
Tavern

Old
Captain's
Shoppe

Warehouse
District

Docks

Defense Wall

Misty
Bay



La perdita del tutto che sia well



Posto del sonno. 11 ann





Fortress del drago del mare



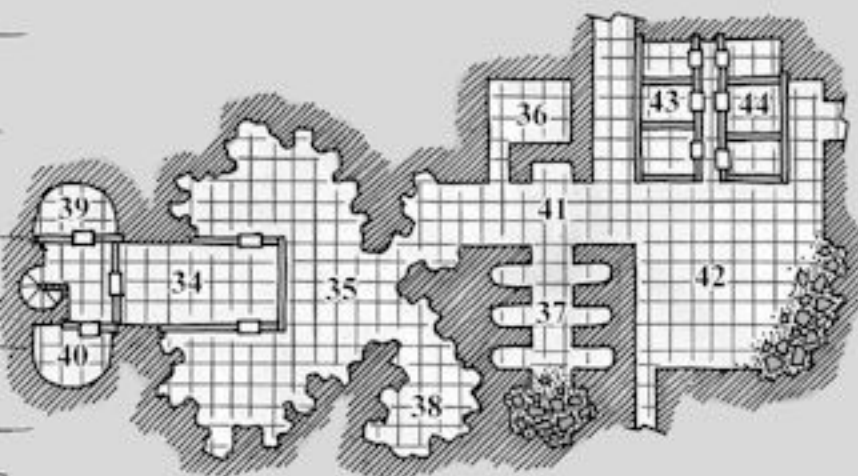
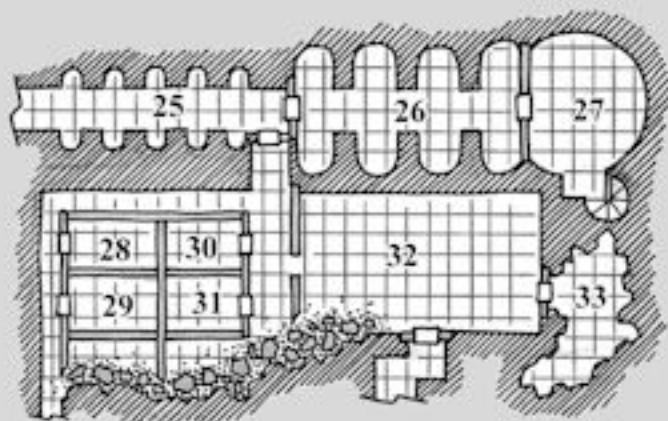
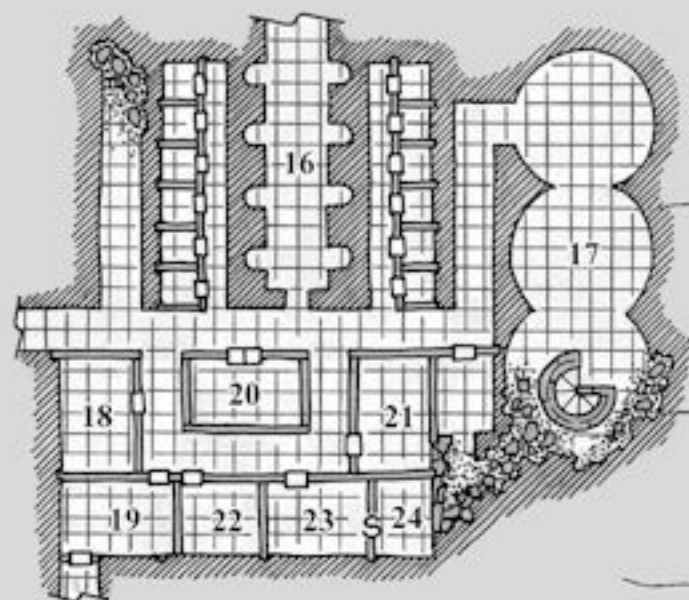
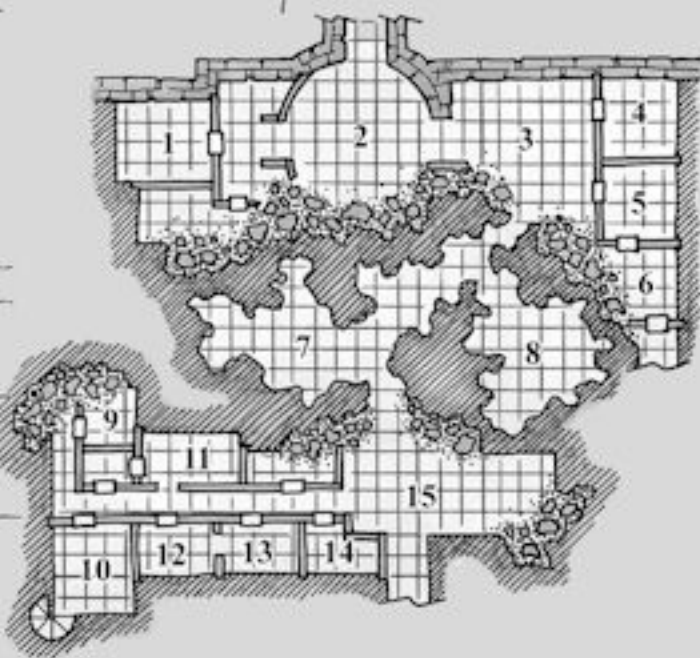


Lorenan Mortale

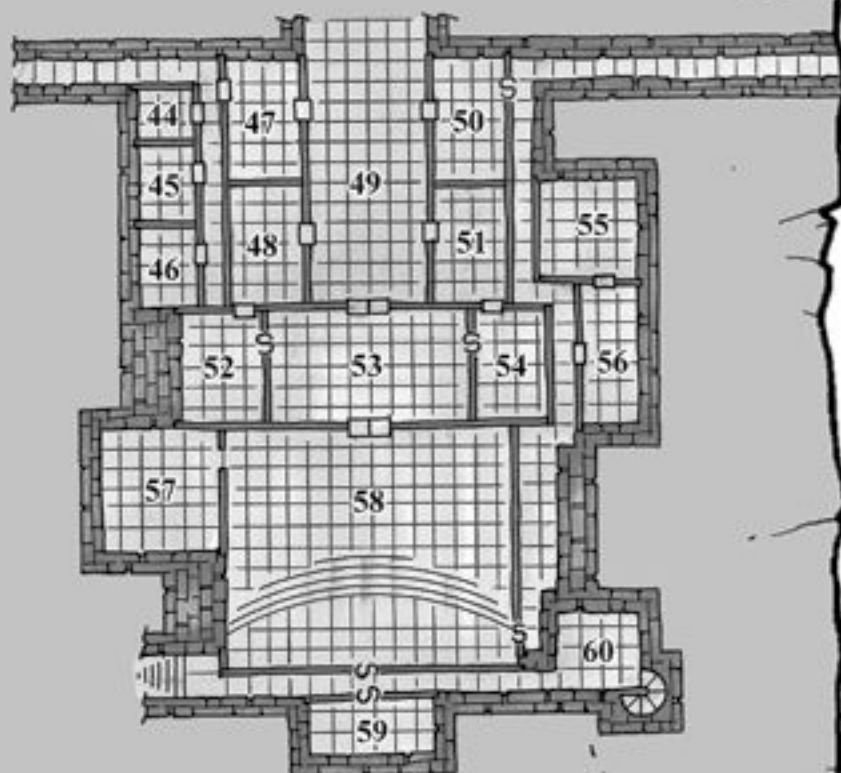
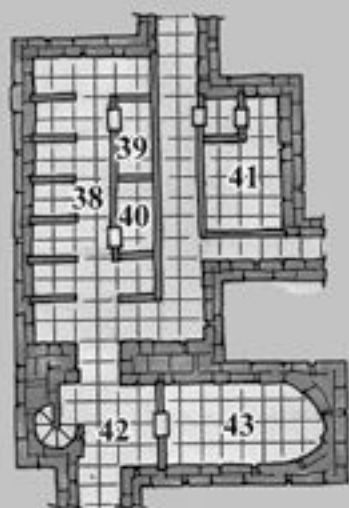
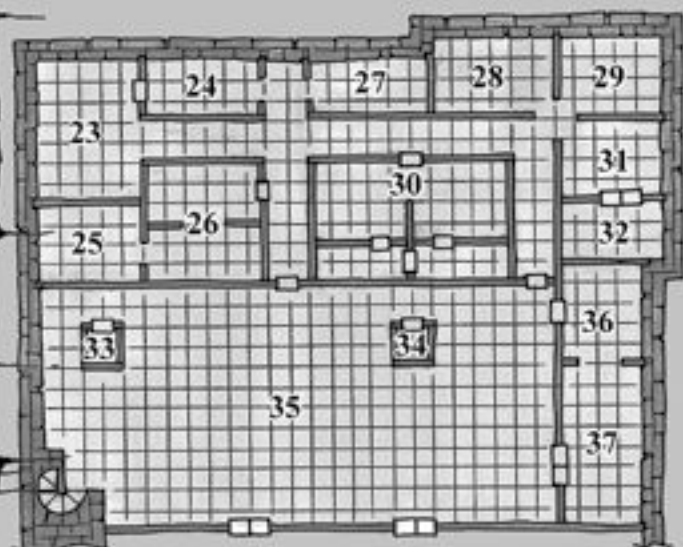
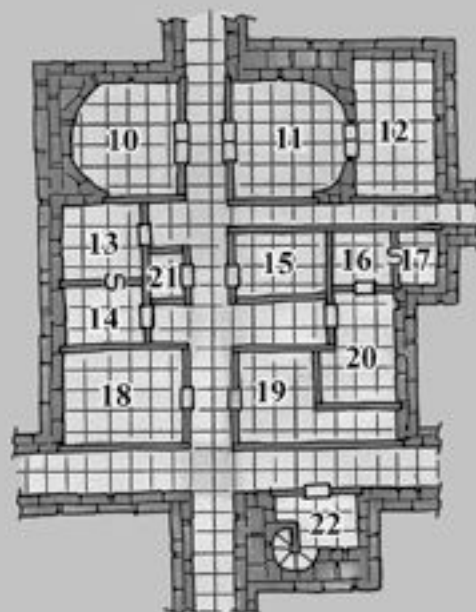
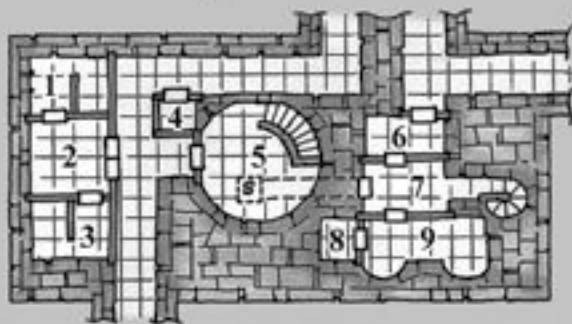
Legend

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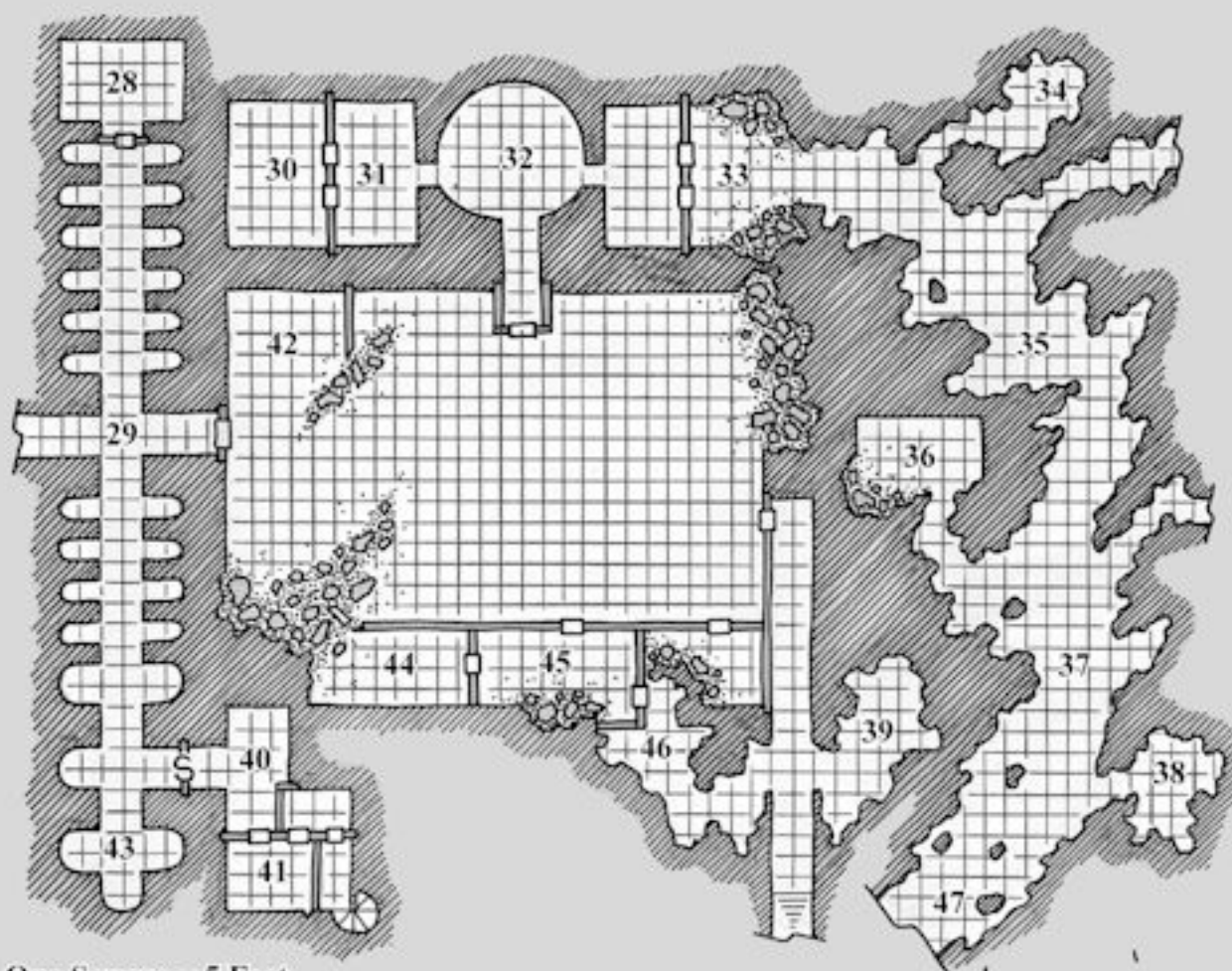
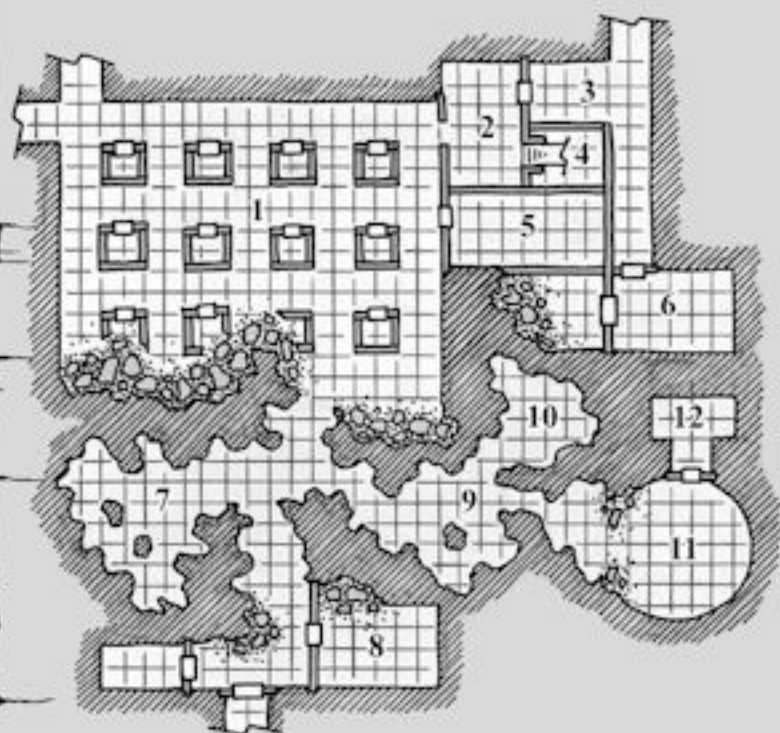
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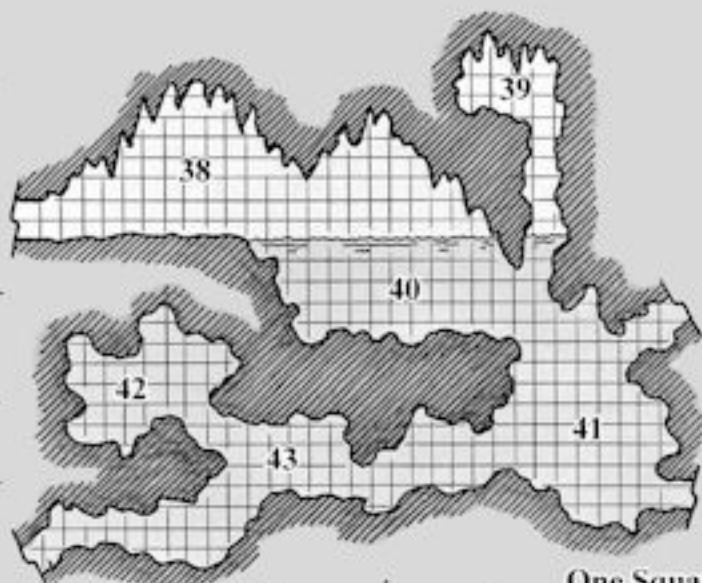
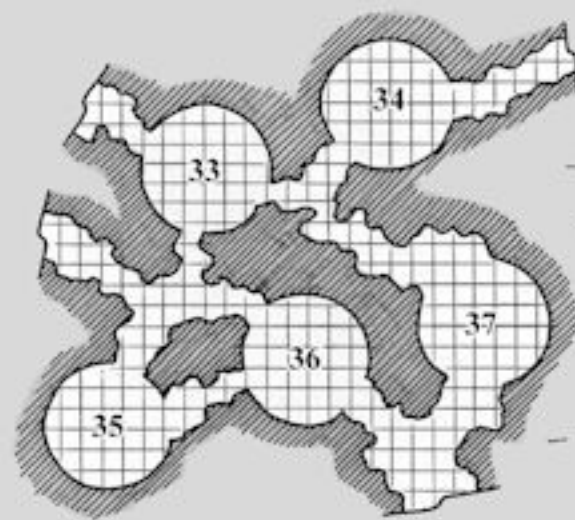
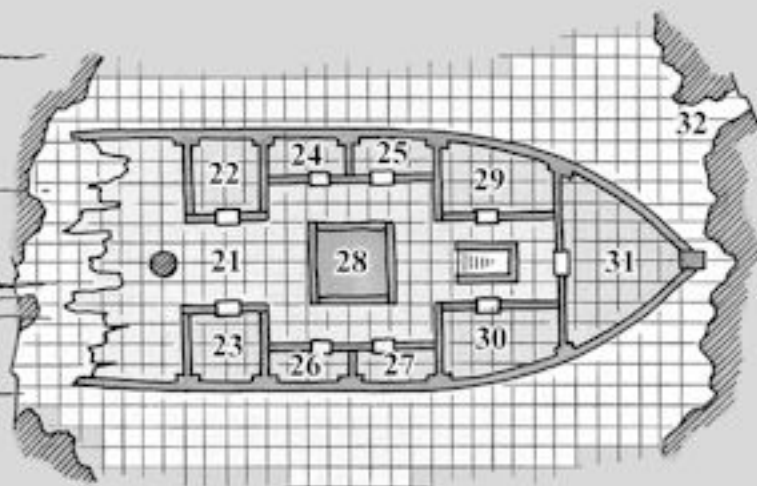
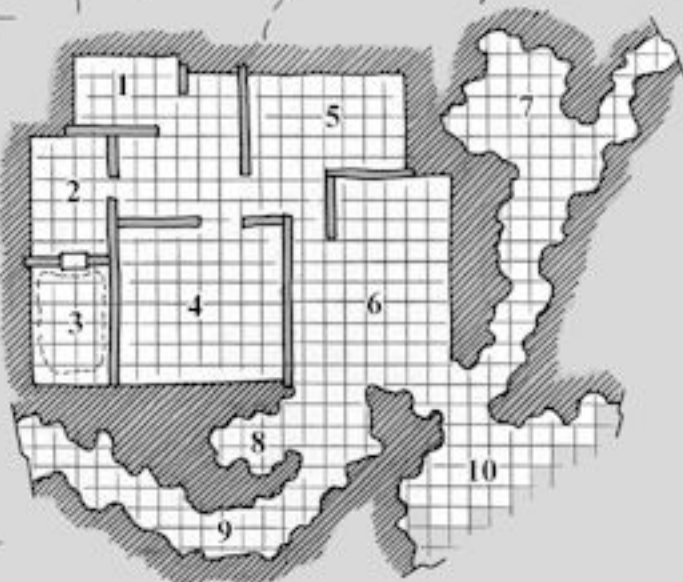
One Square = 5 Feet



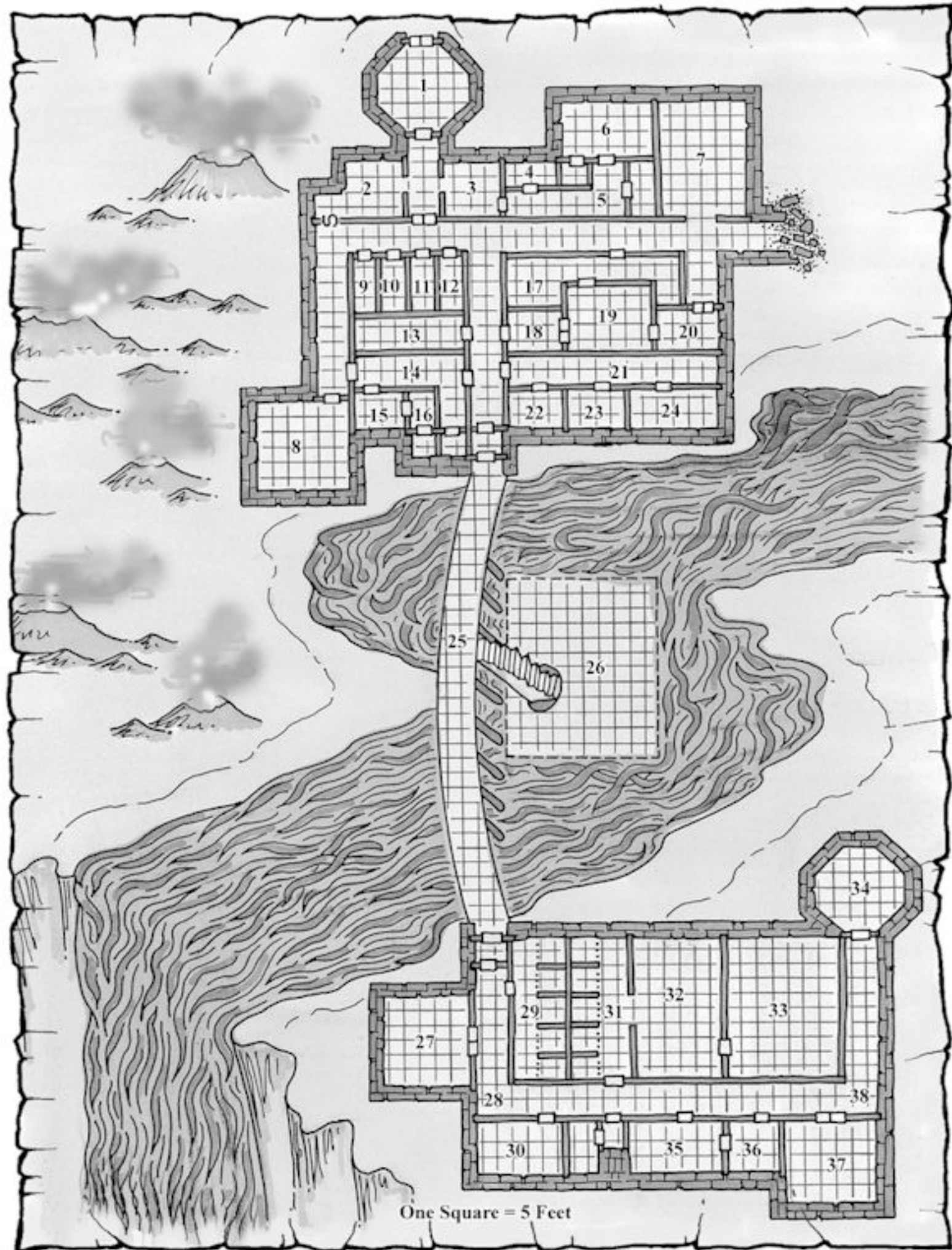
One Square = 5 Feet



One Square = 5 Feet



One Square = 5 Feet



One Square = 5 Feet

Abandoned Copper Mine

Standing Water
Depth: 0" to 24"

Shaft Hoist #3

Partial Cave-in [passable]

Hidden Mine Entrance

Shaft Hoist #1

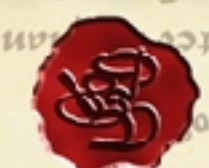
Overgrown Jungle

Standing Water
Depth: 0" to 36"

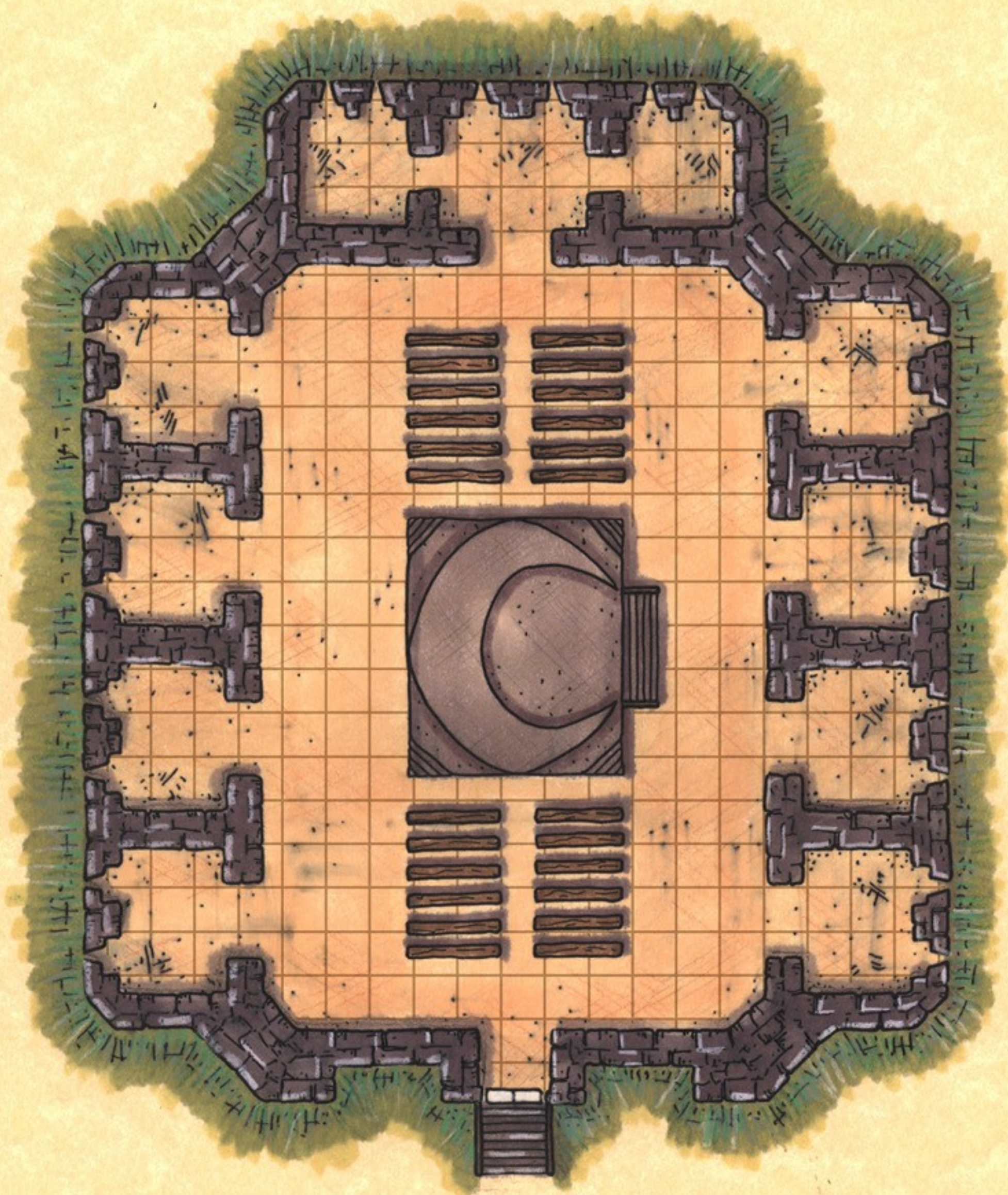
Partial Cave-in [not passable]

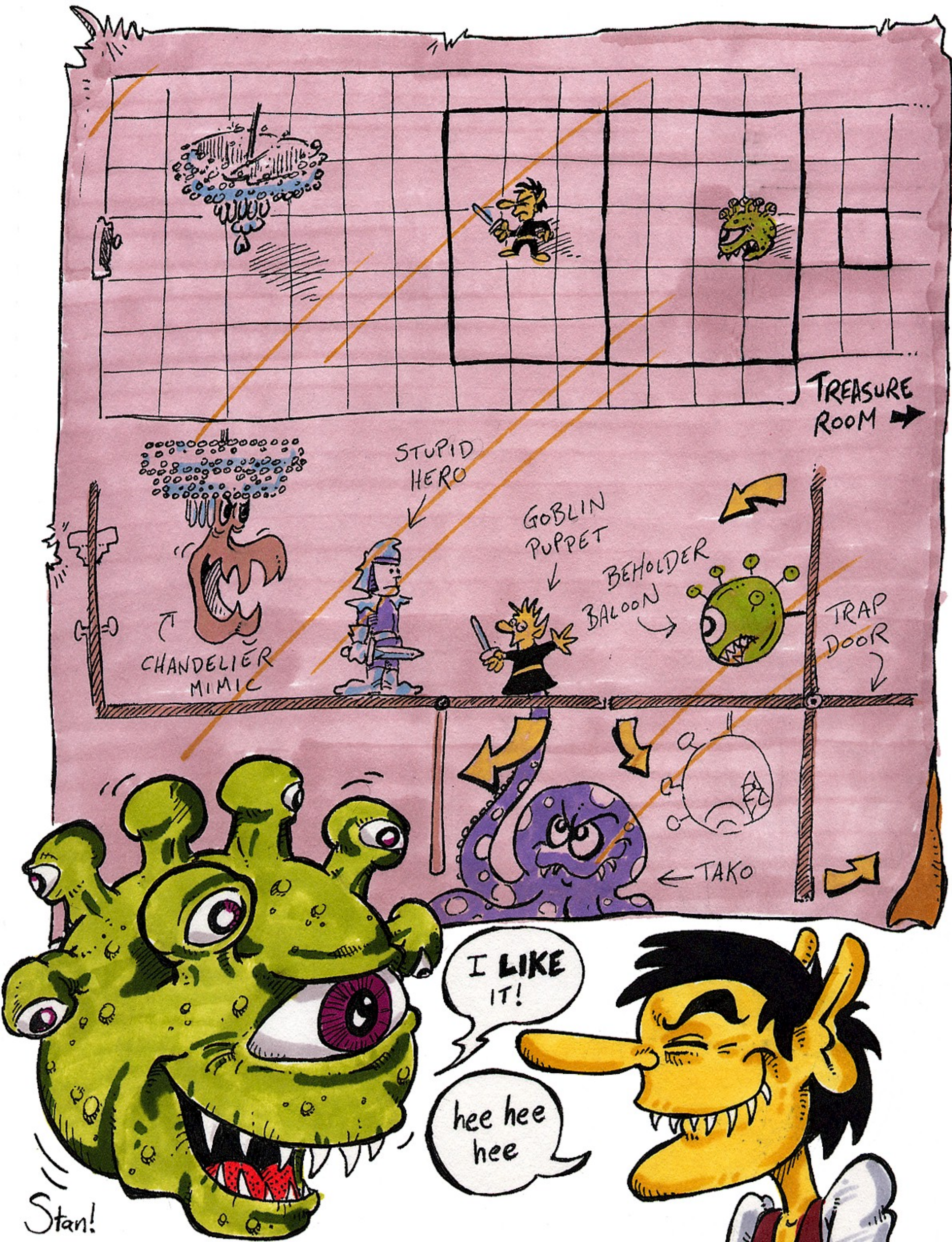
Shaft Hoist #2

0 2.5 5 10 30
Scale in feet



Todd Gamble, Cartographer







Bandit Cove



scelus spectorum

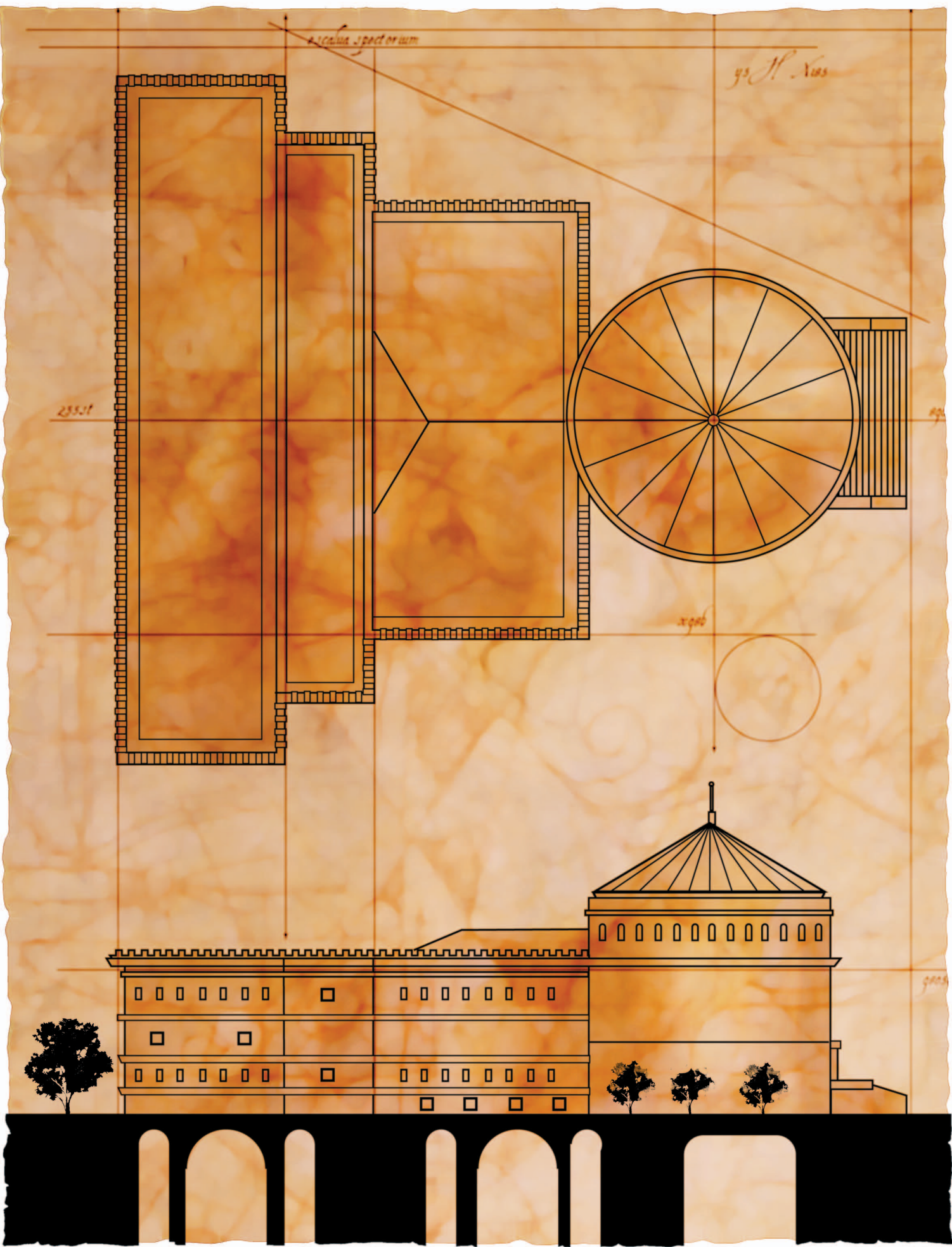
ys H. Xias

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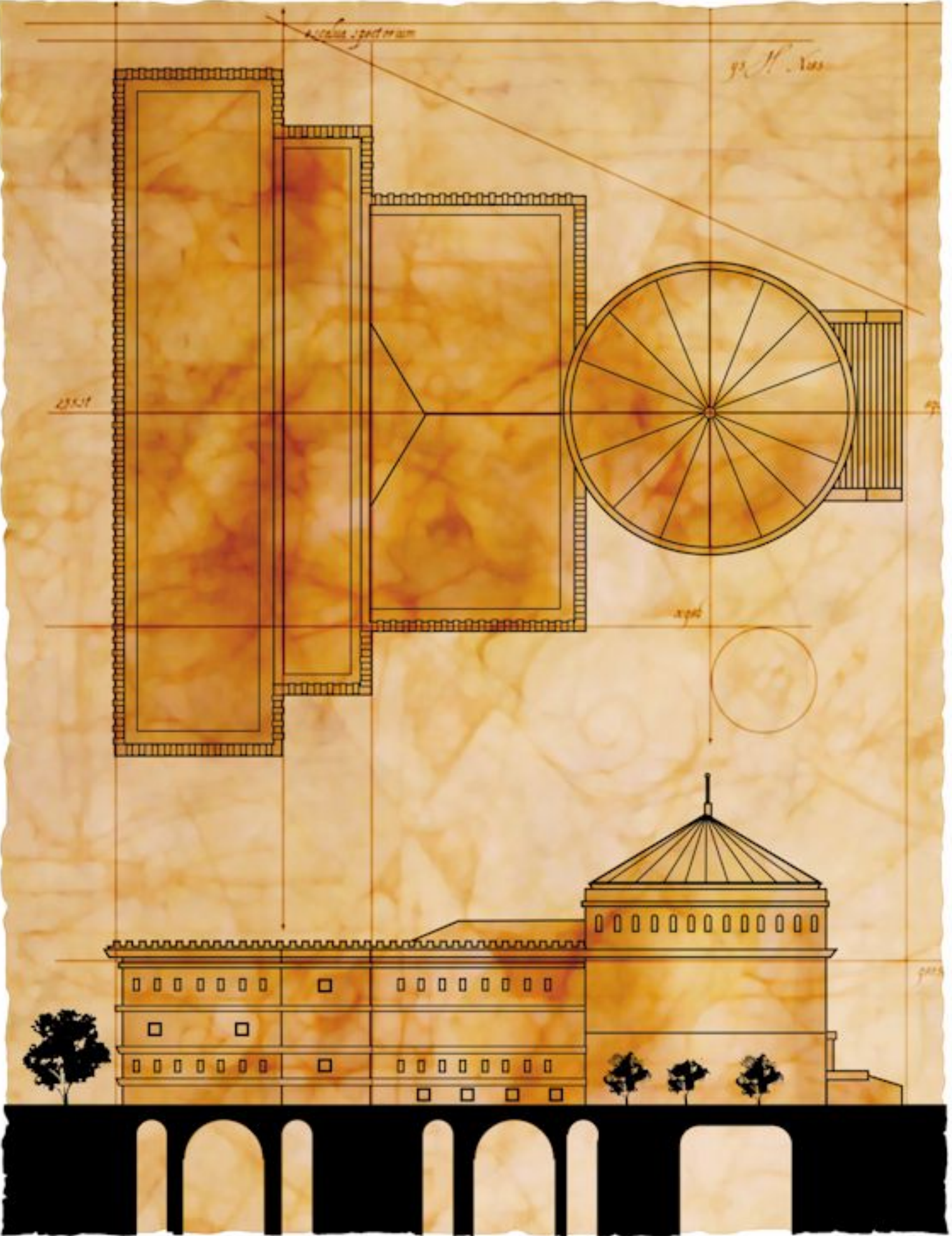
algebra spectrum

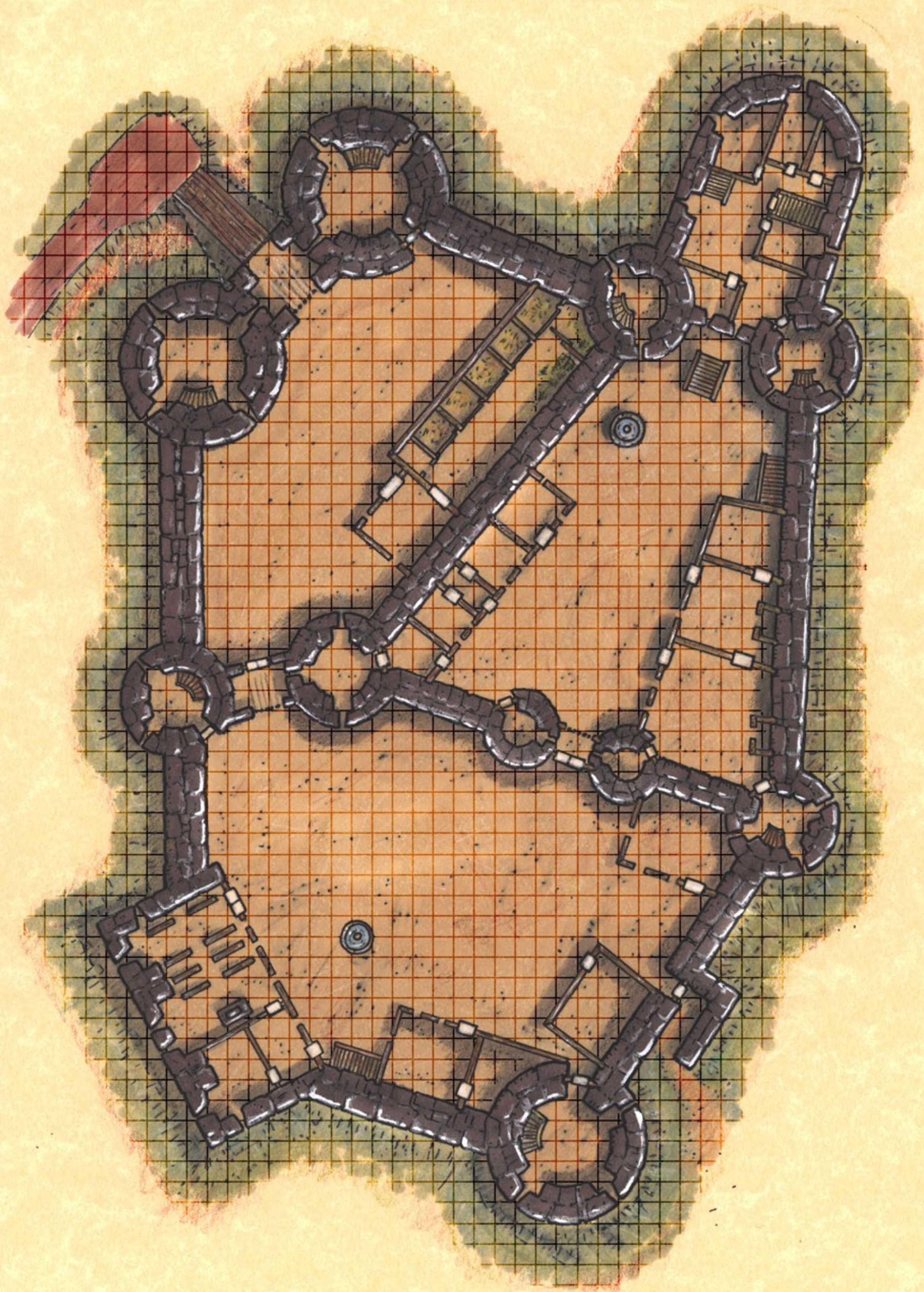
92 H. 100

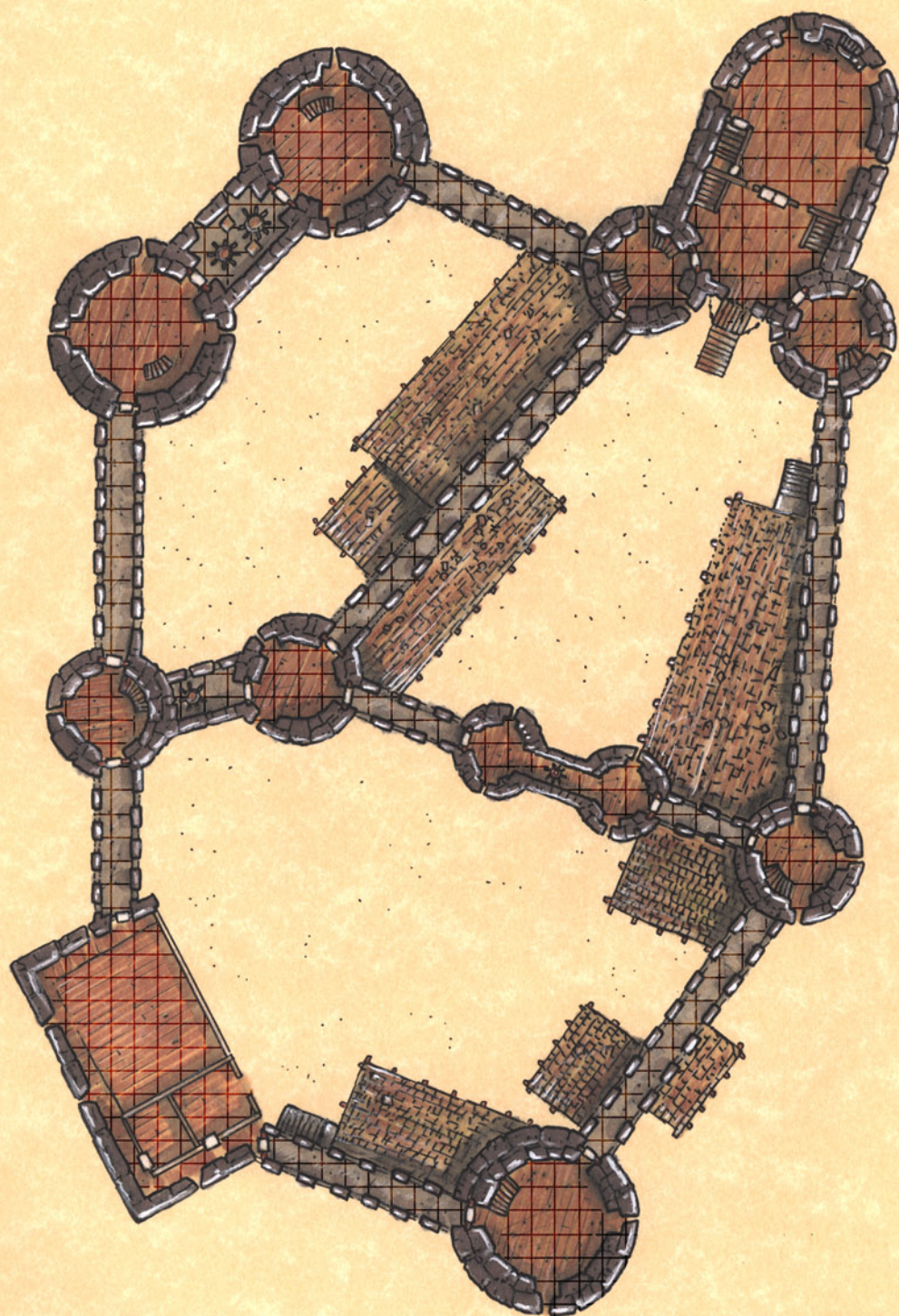
23.12

1900

1900

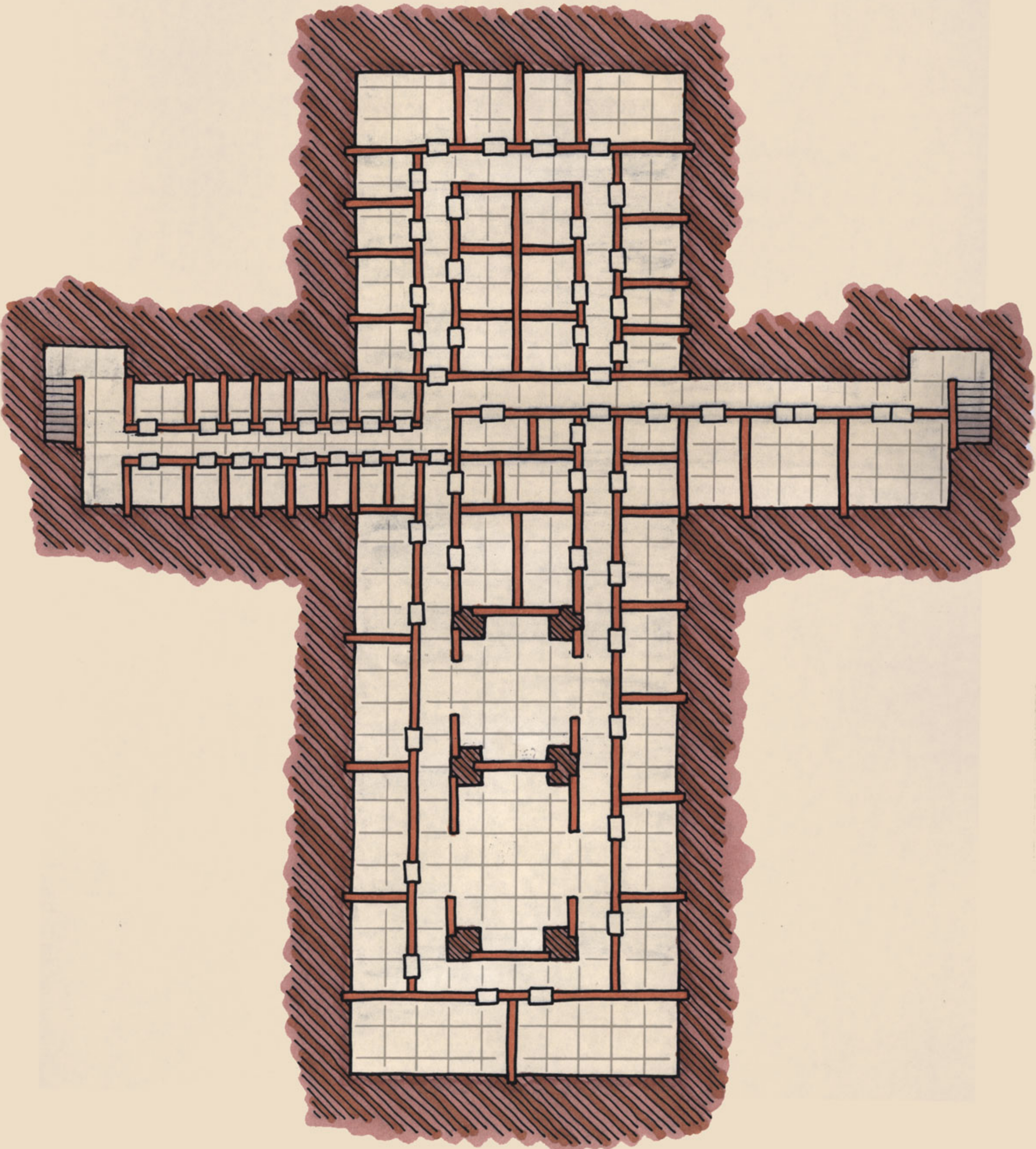






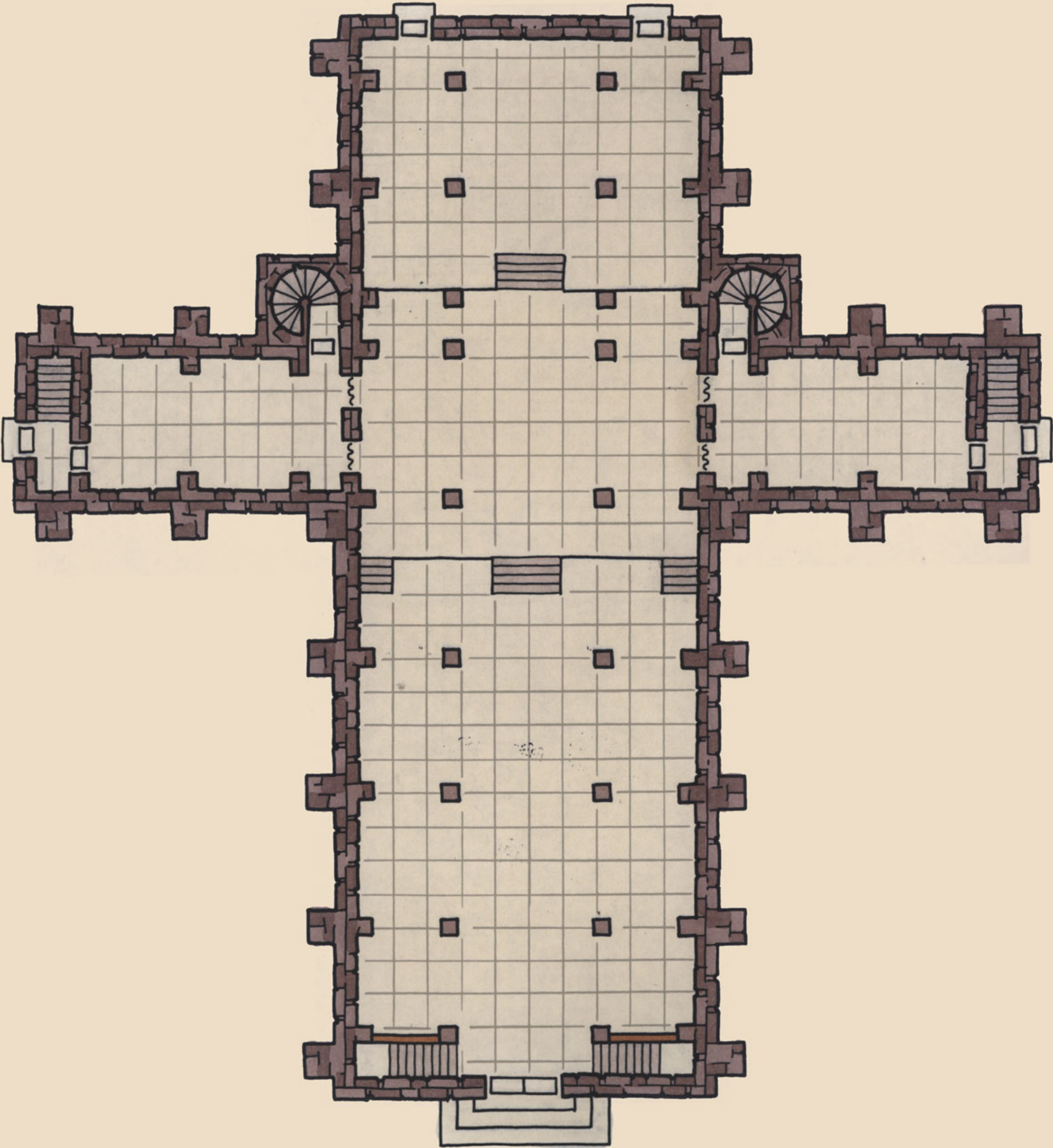
Cathedral

[basement]



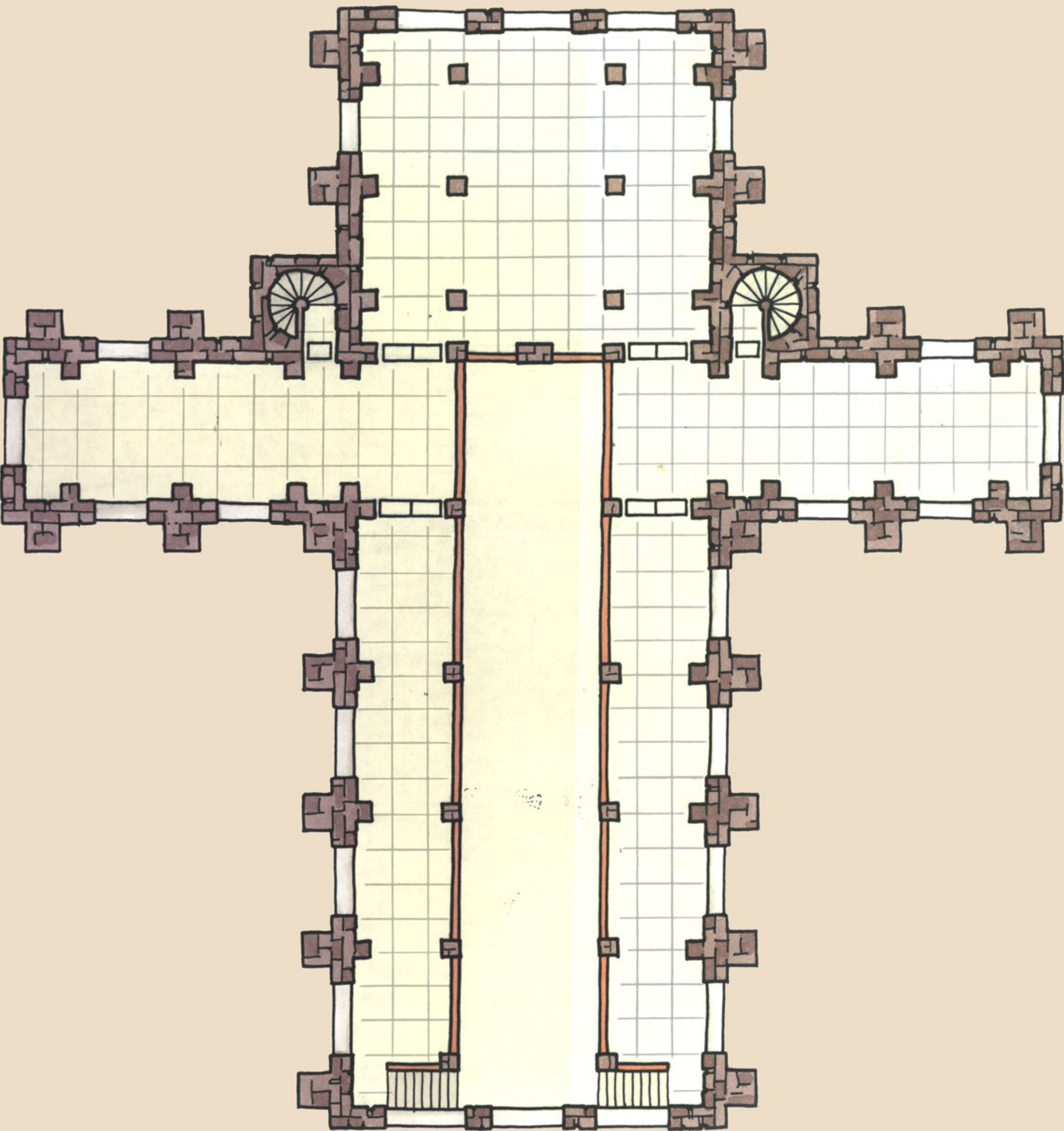
Cathedral

[first floor]



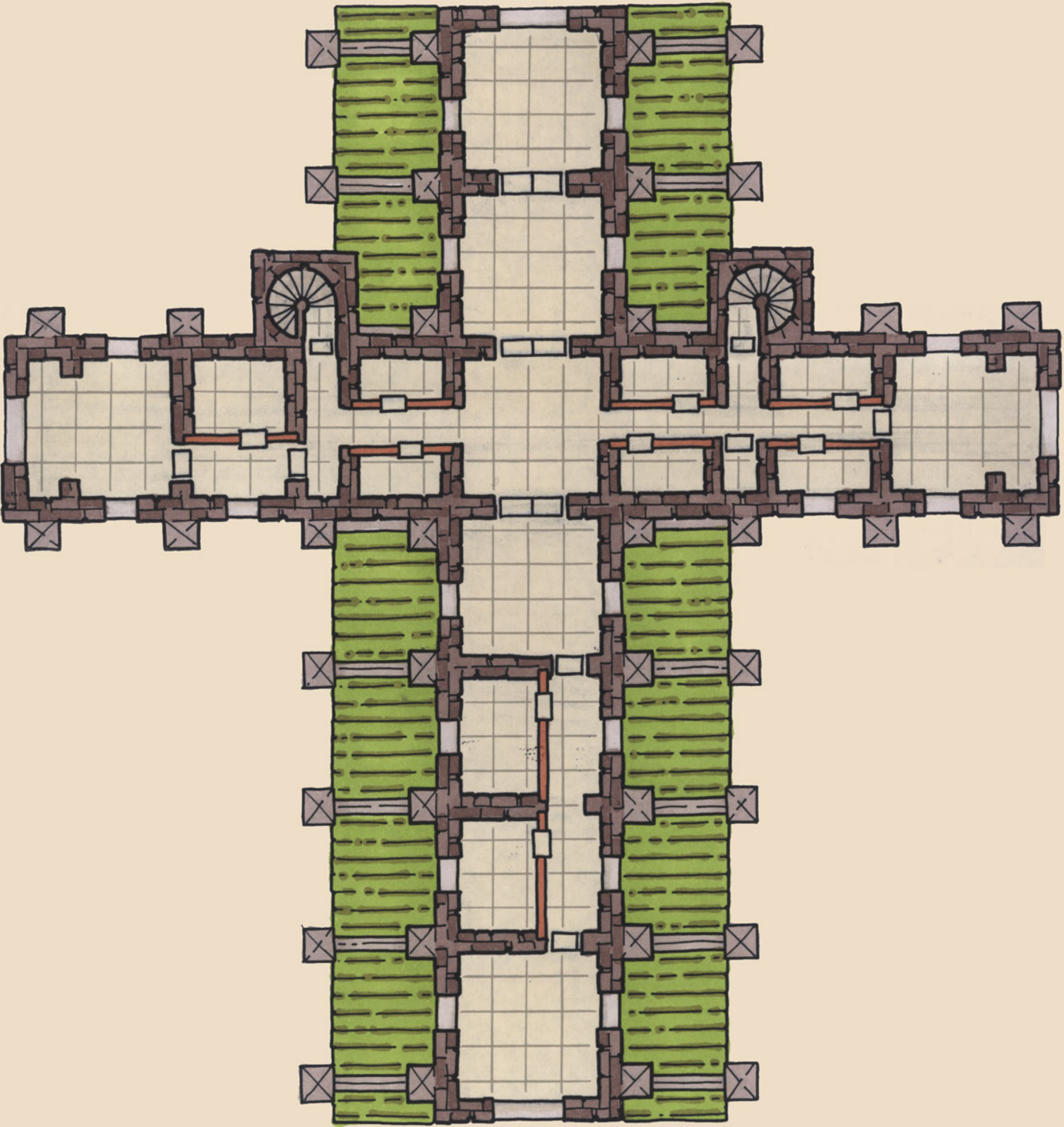
Cathedral

[second floor]

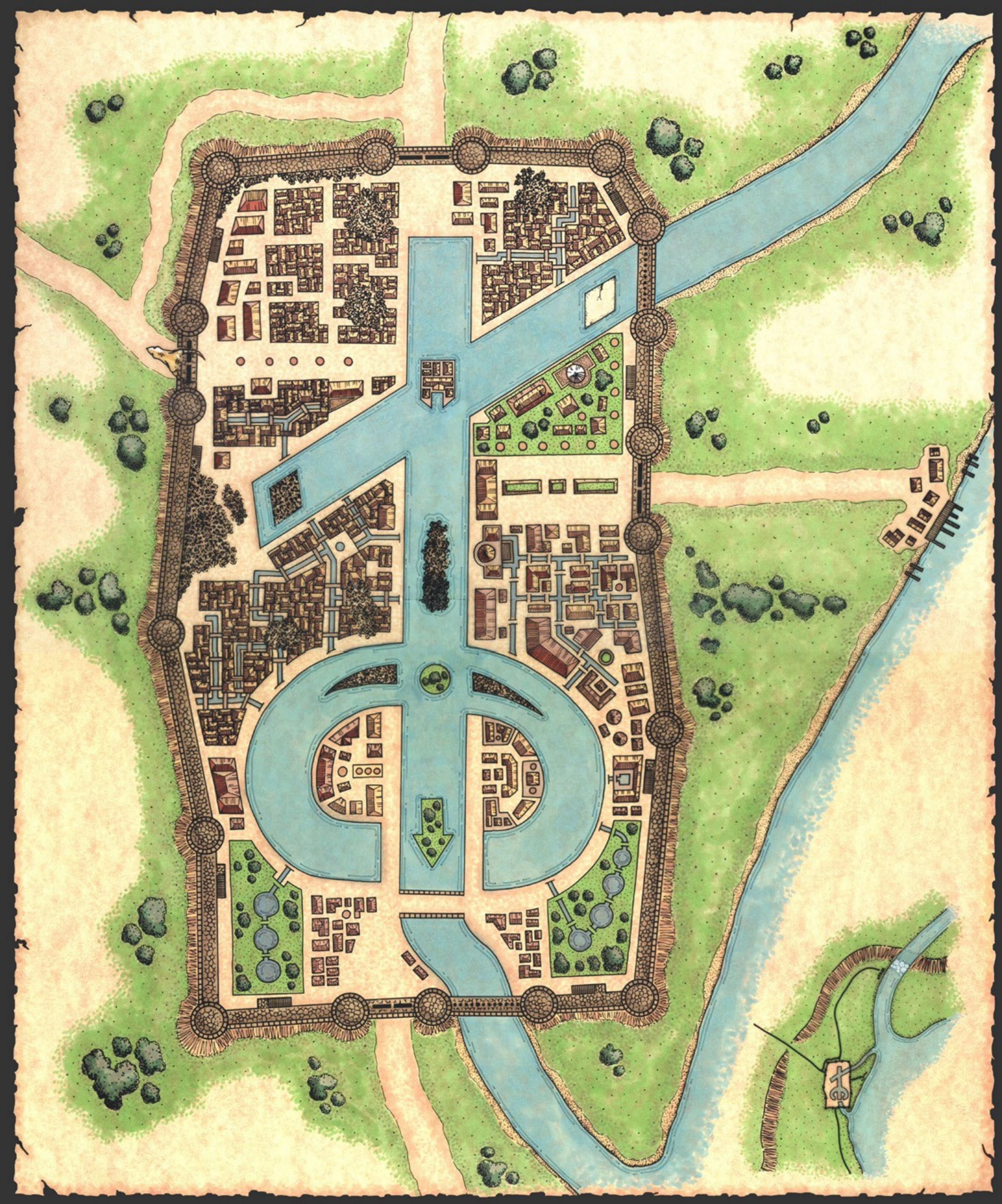


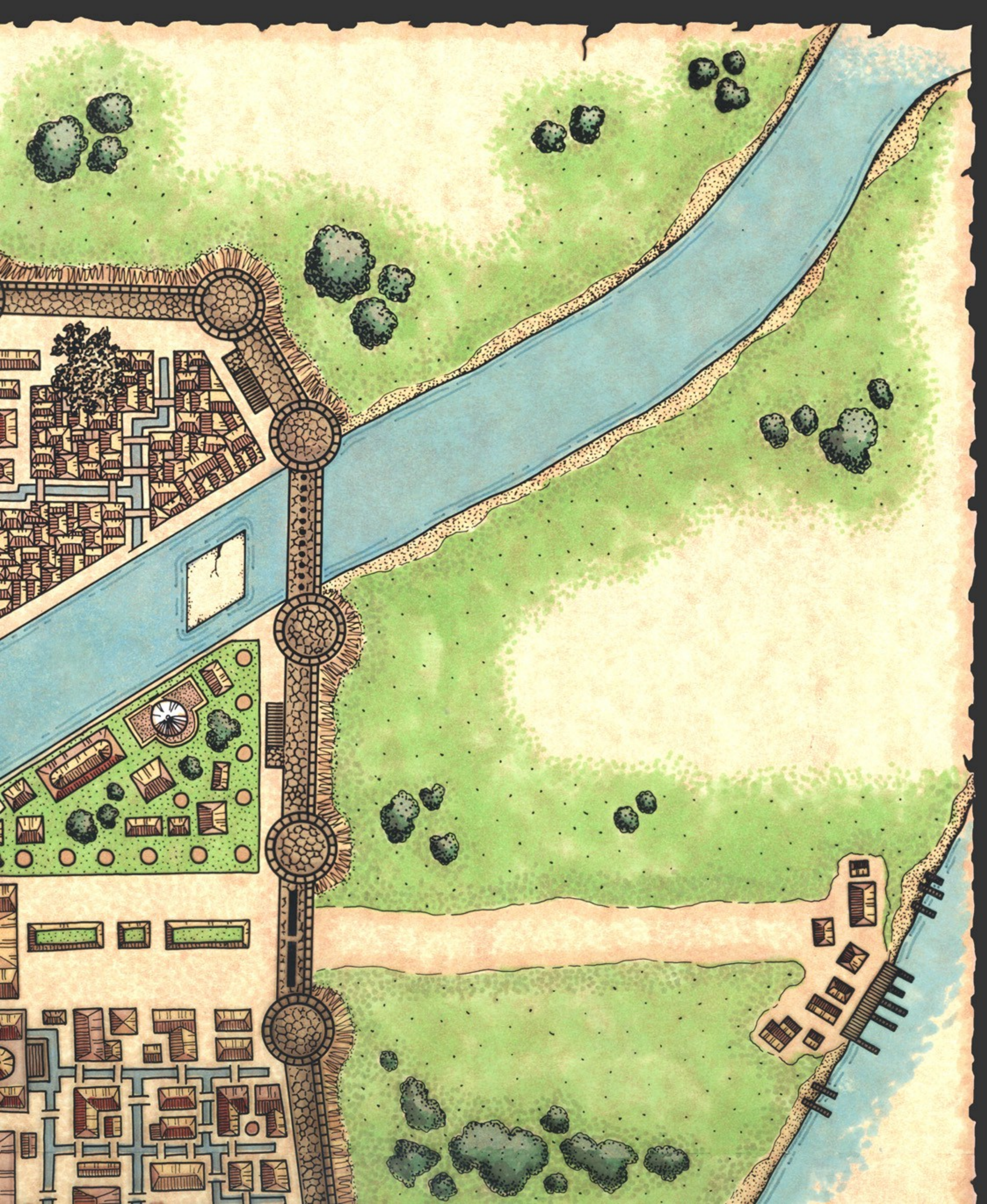
Cathedral

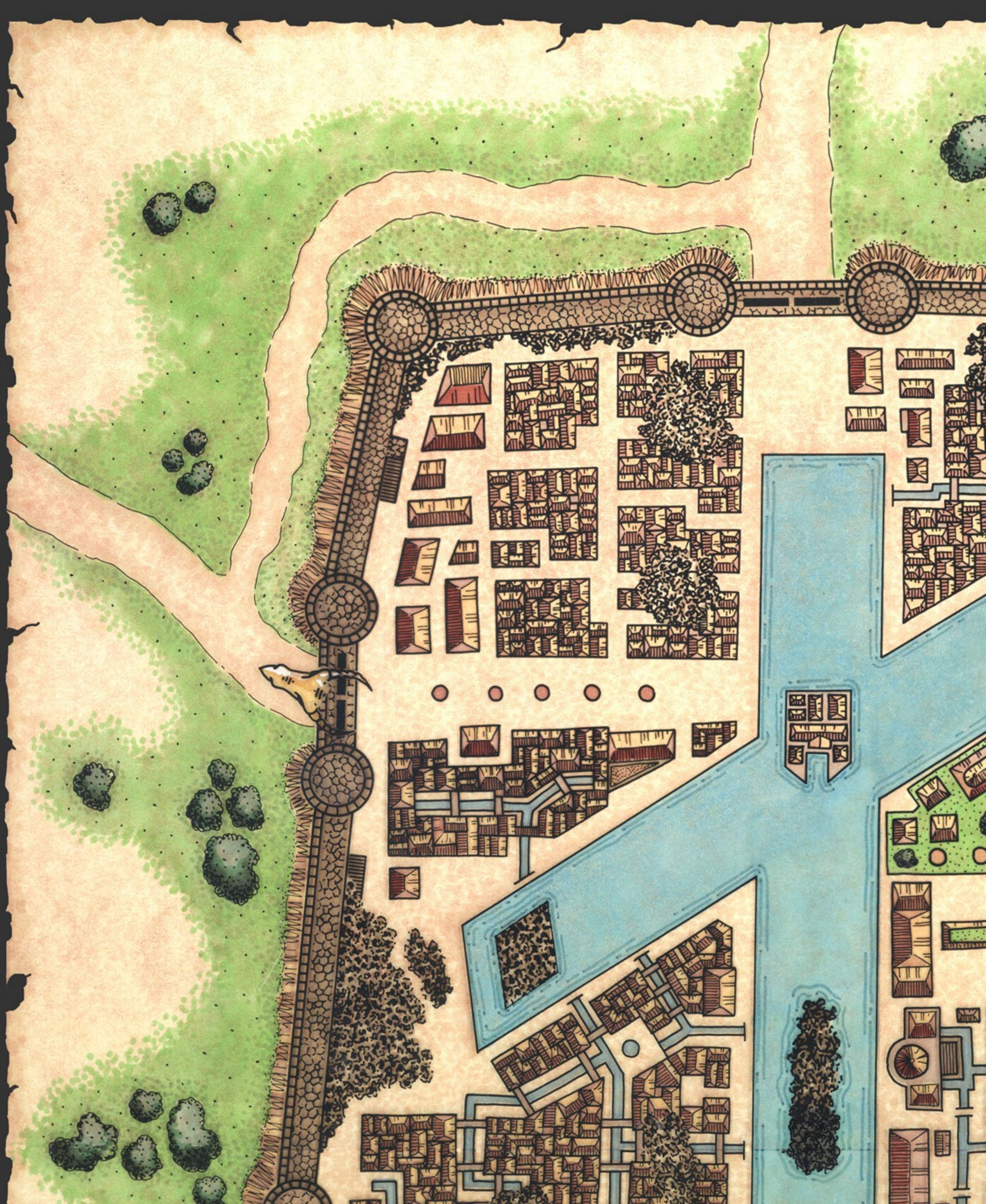
[third floor]



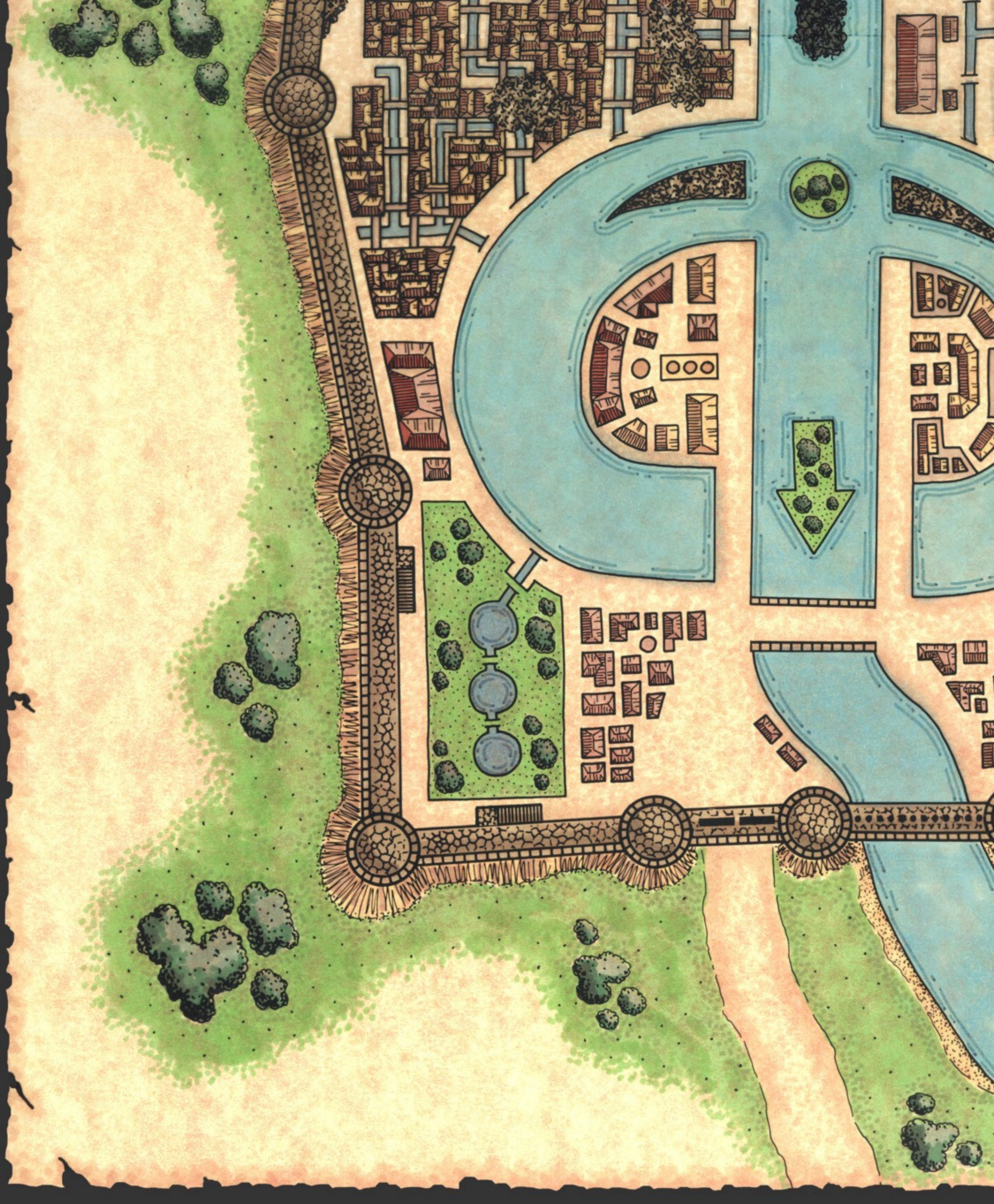


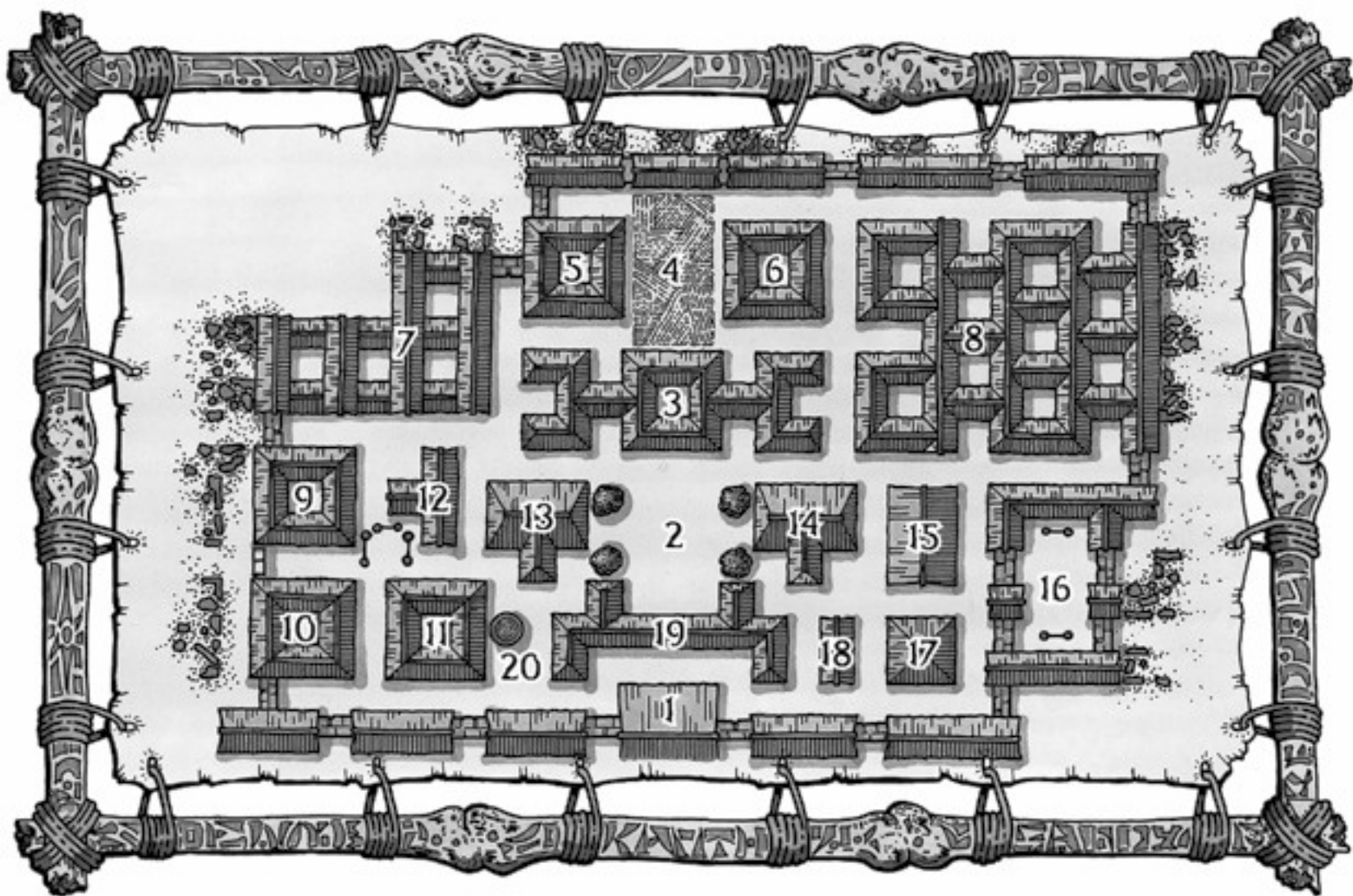


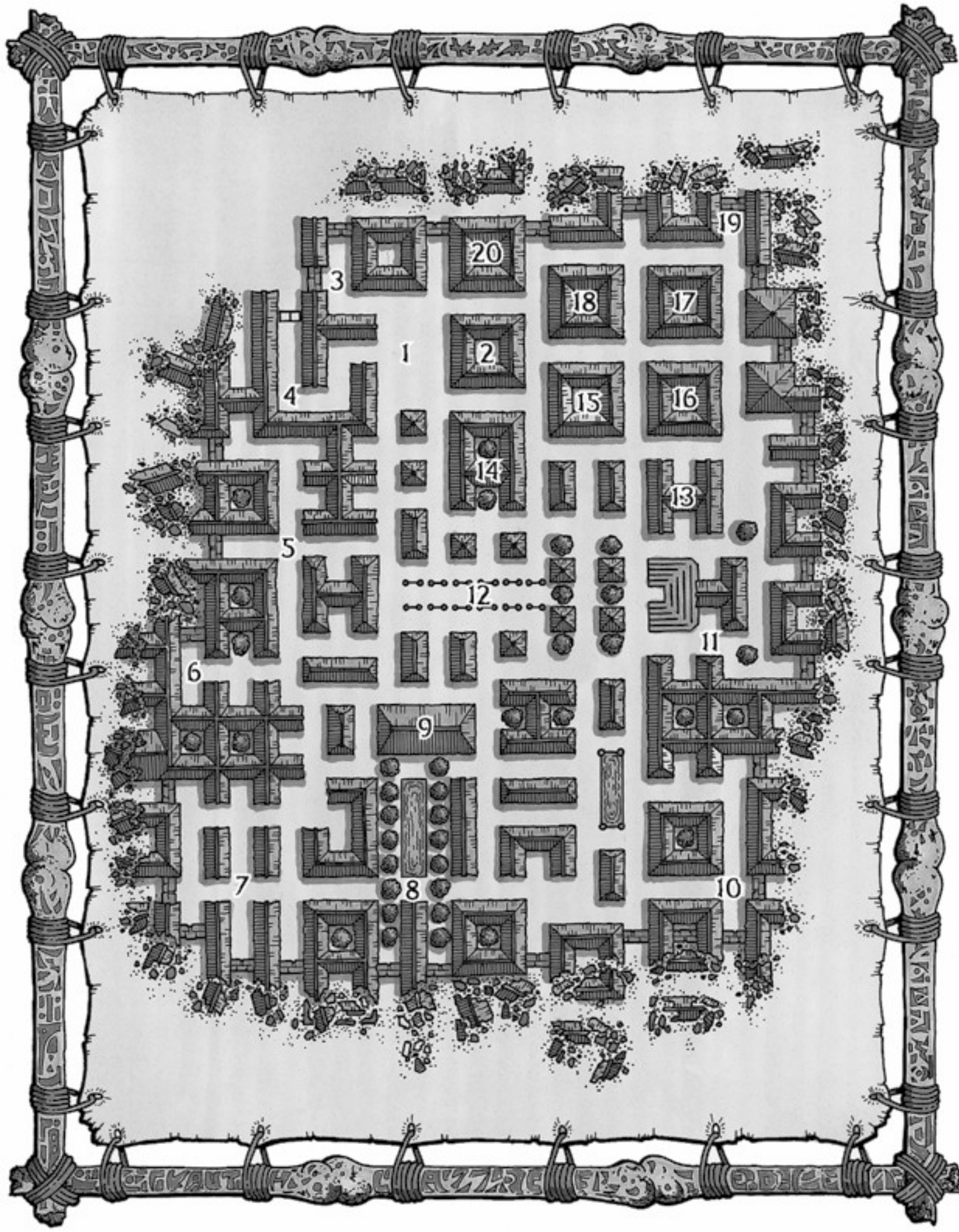


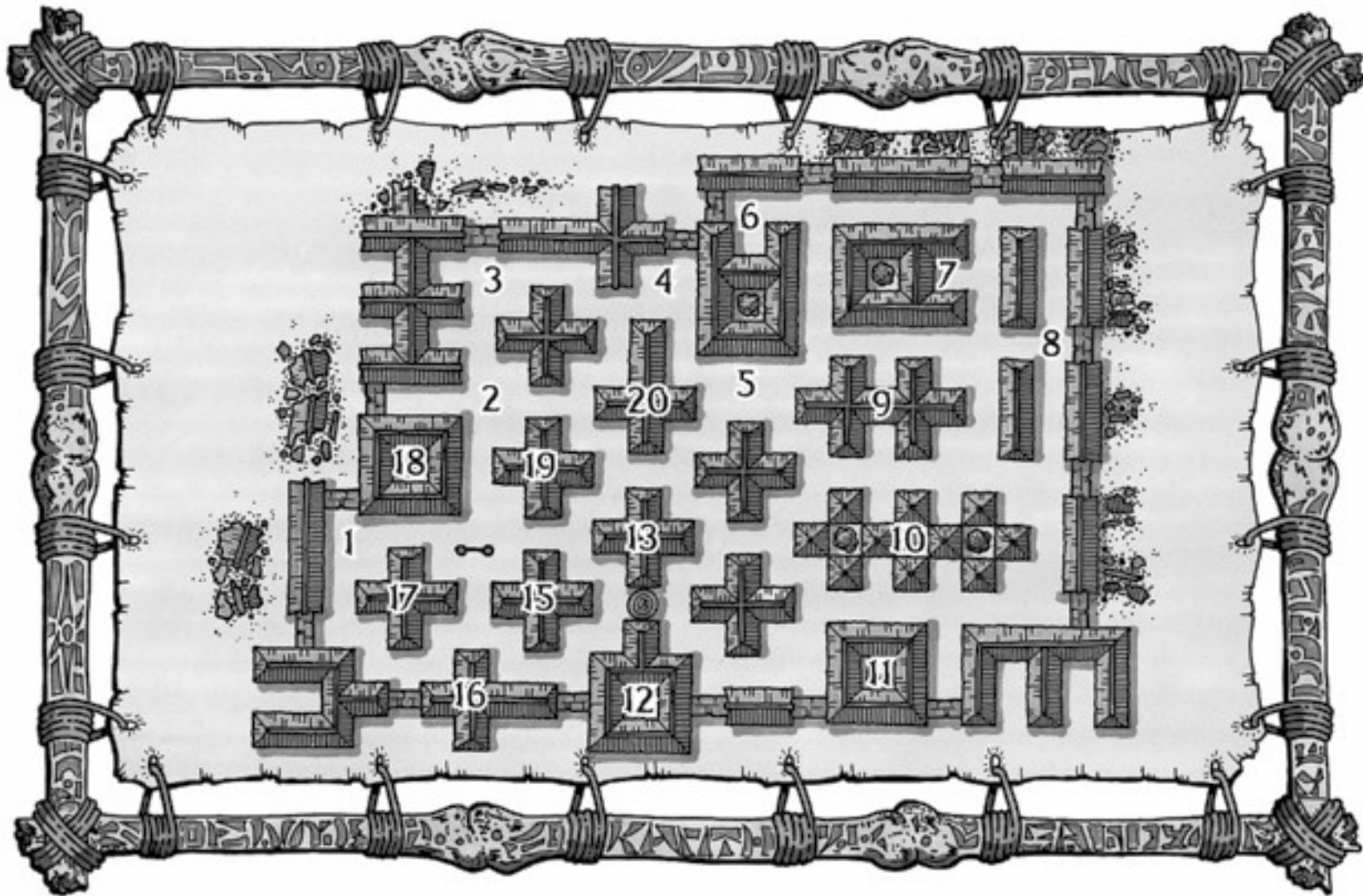
















Legend

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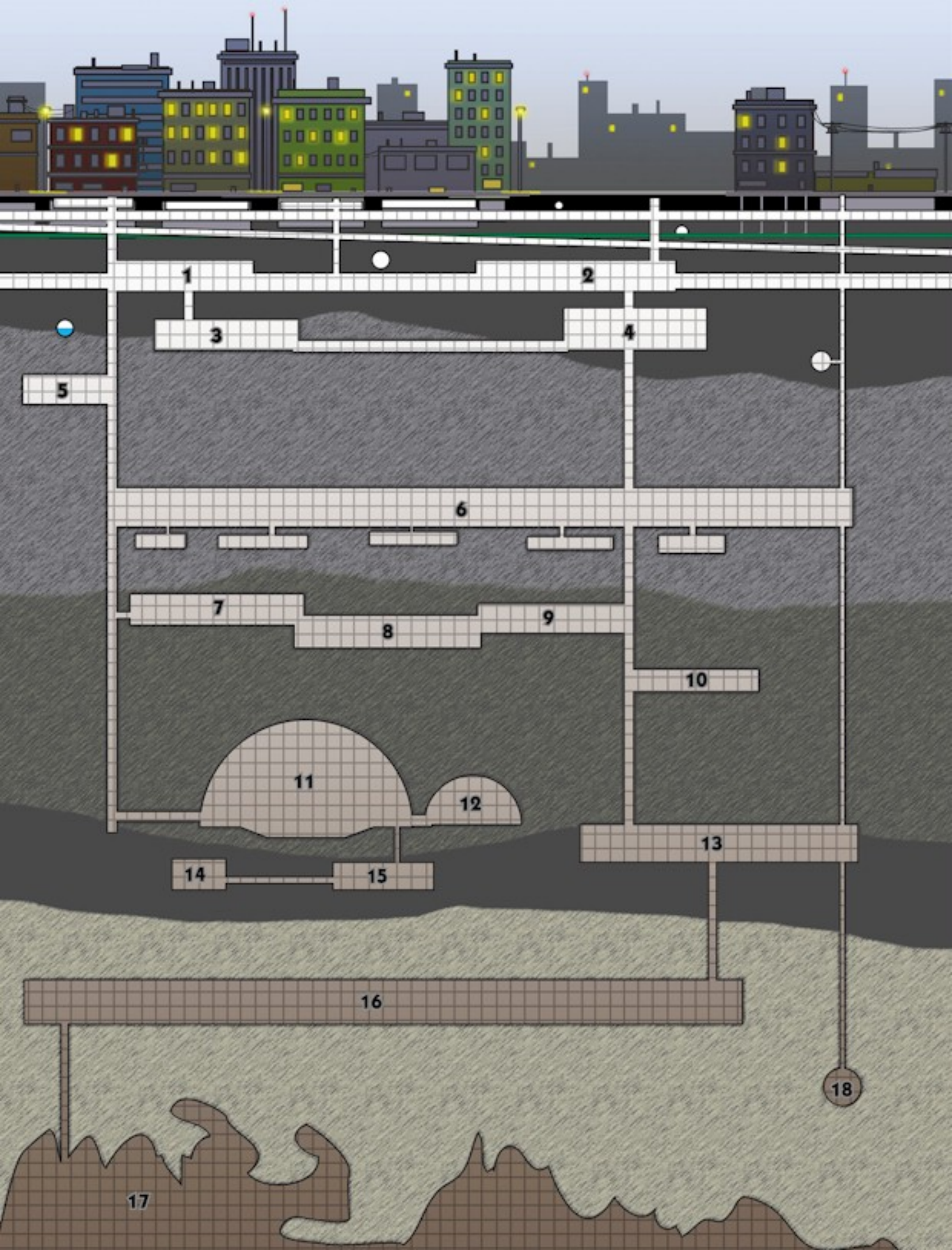
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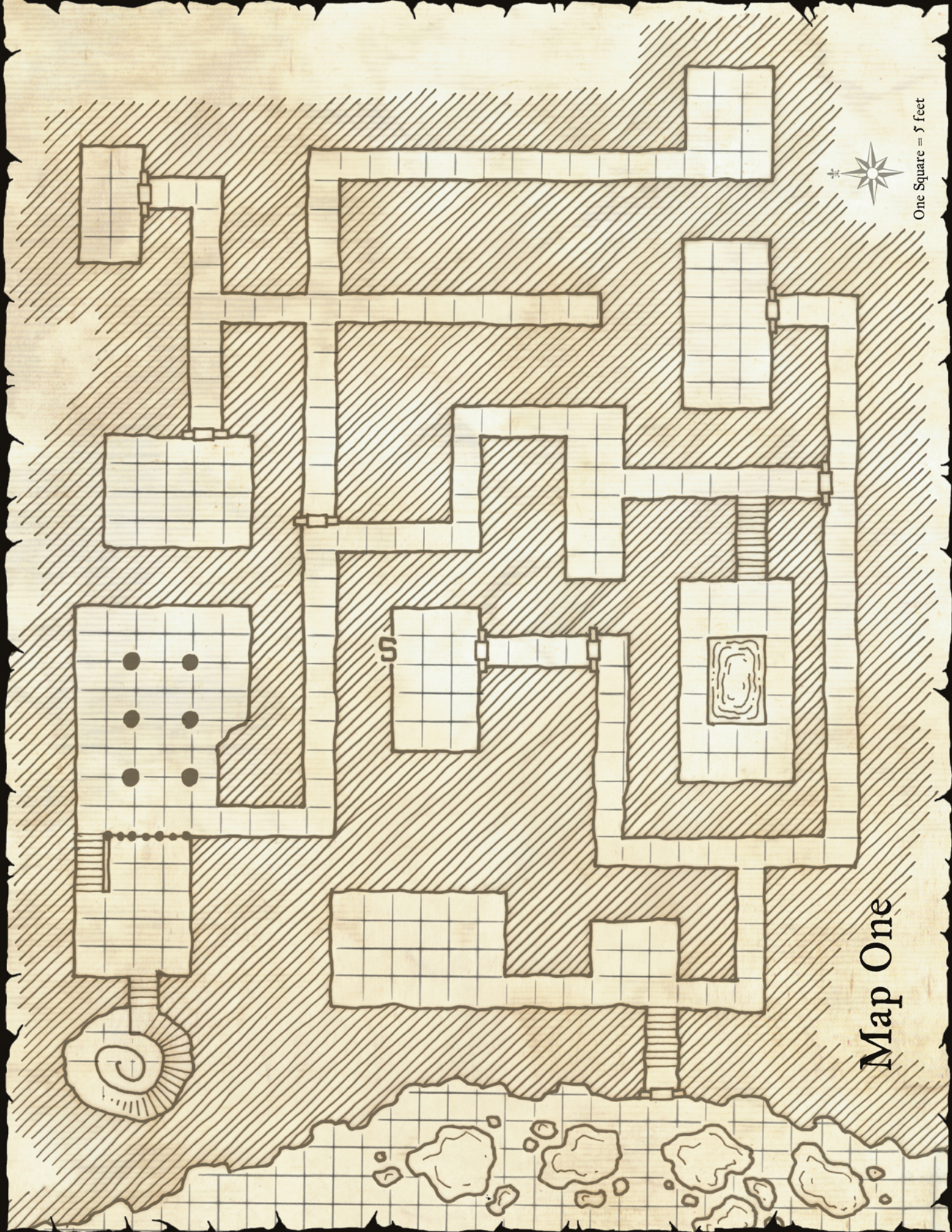
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Scale: _____



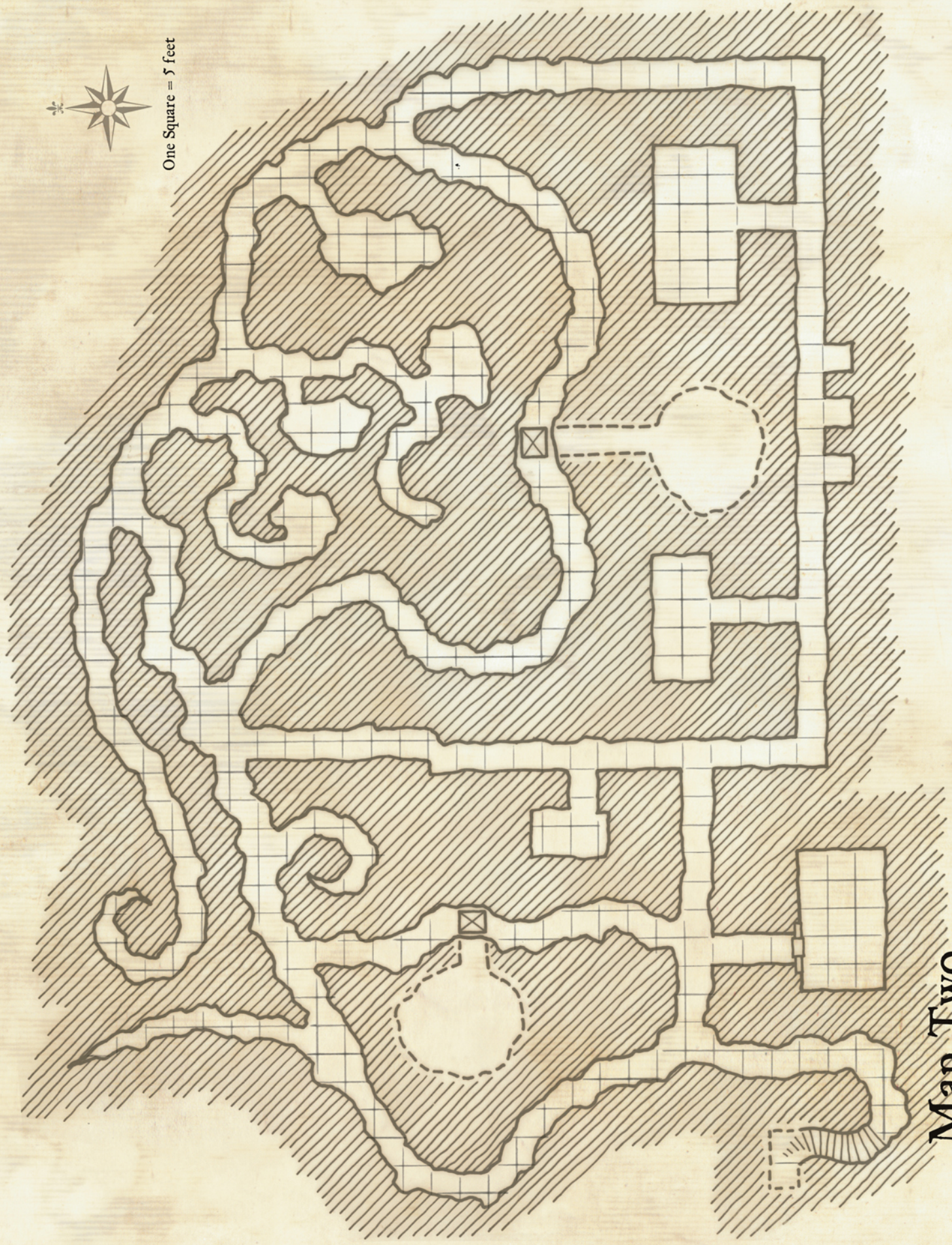


One Square = 5 feet

Map One

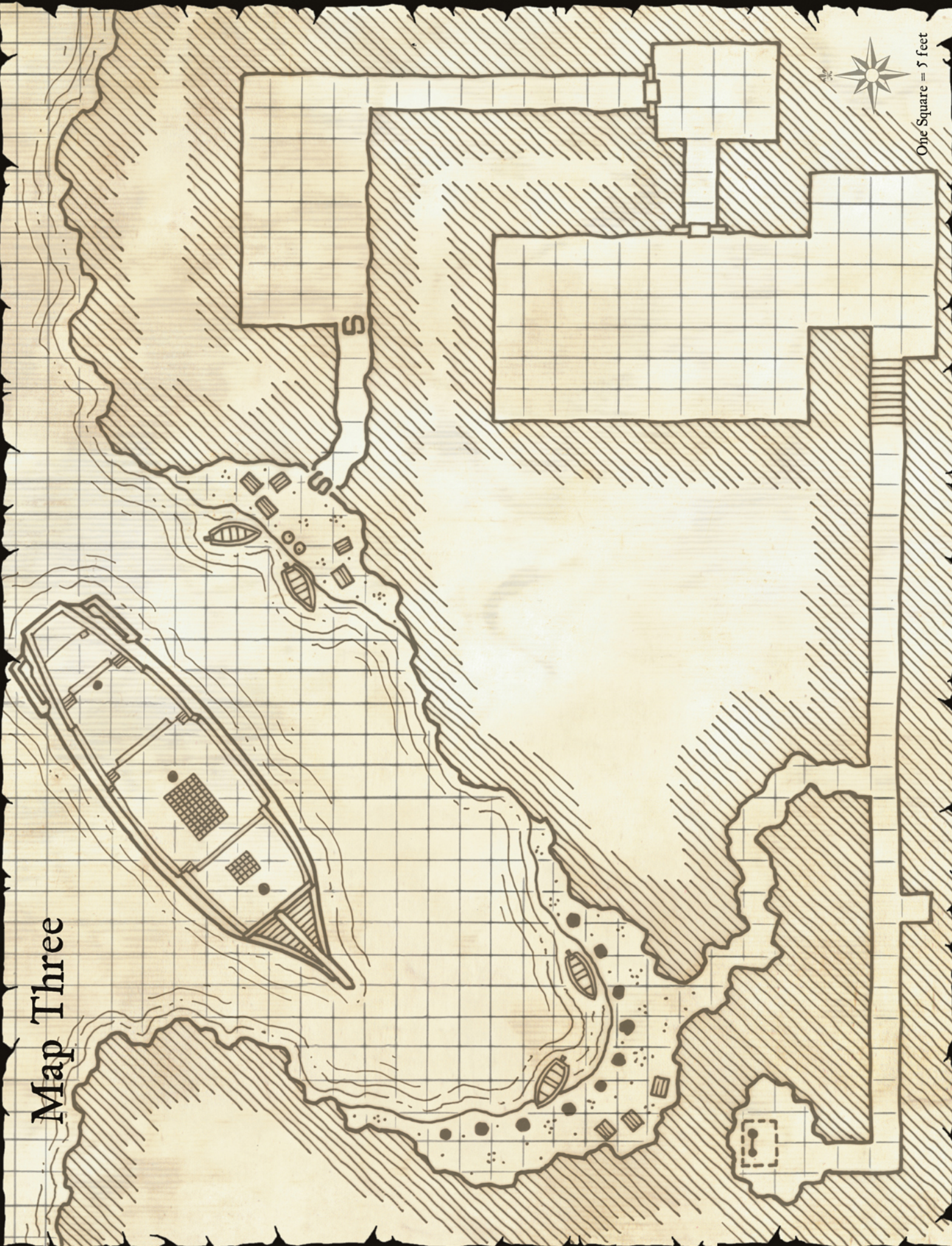


One Square = 5 feet

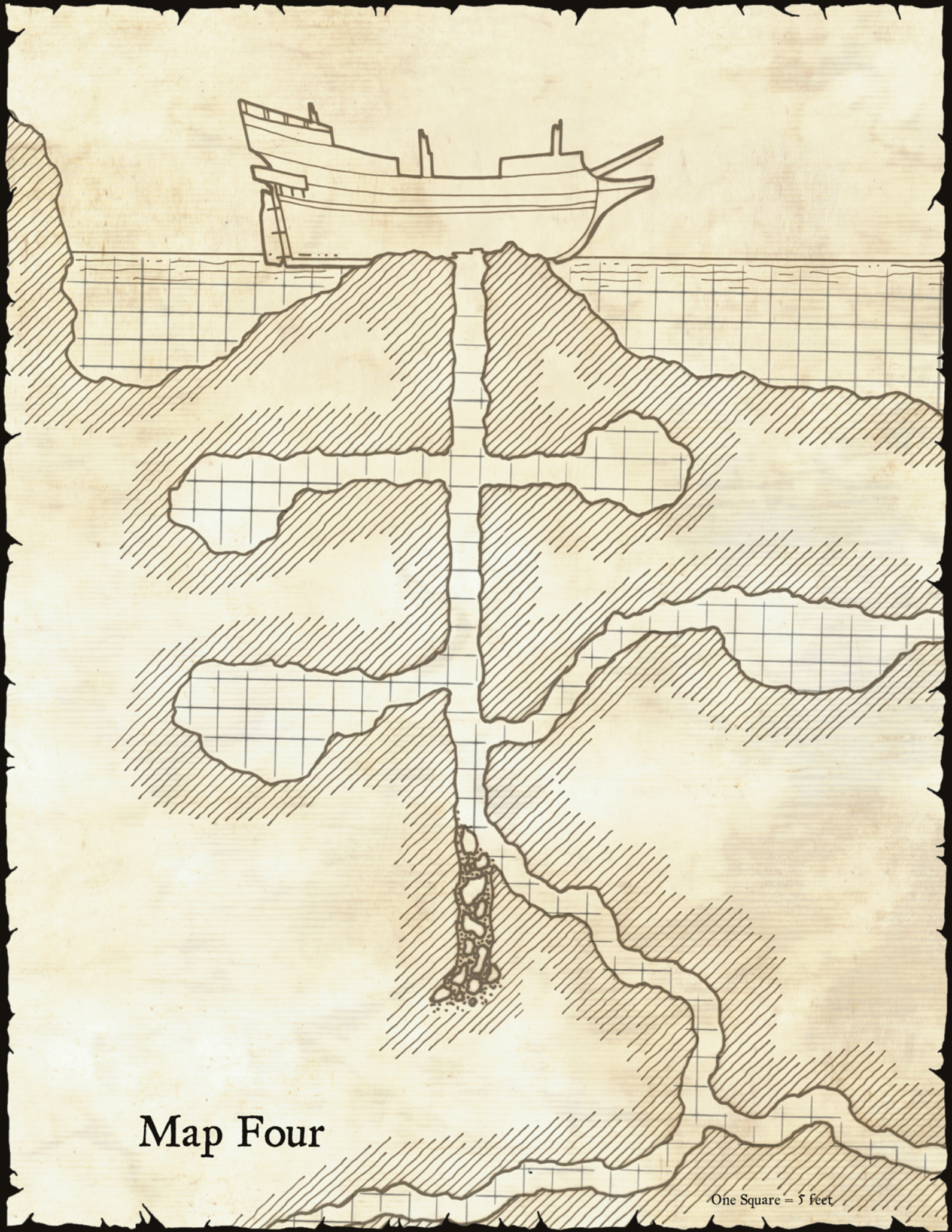


Map Two

Map Three

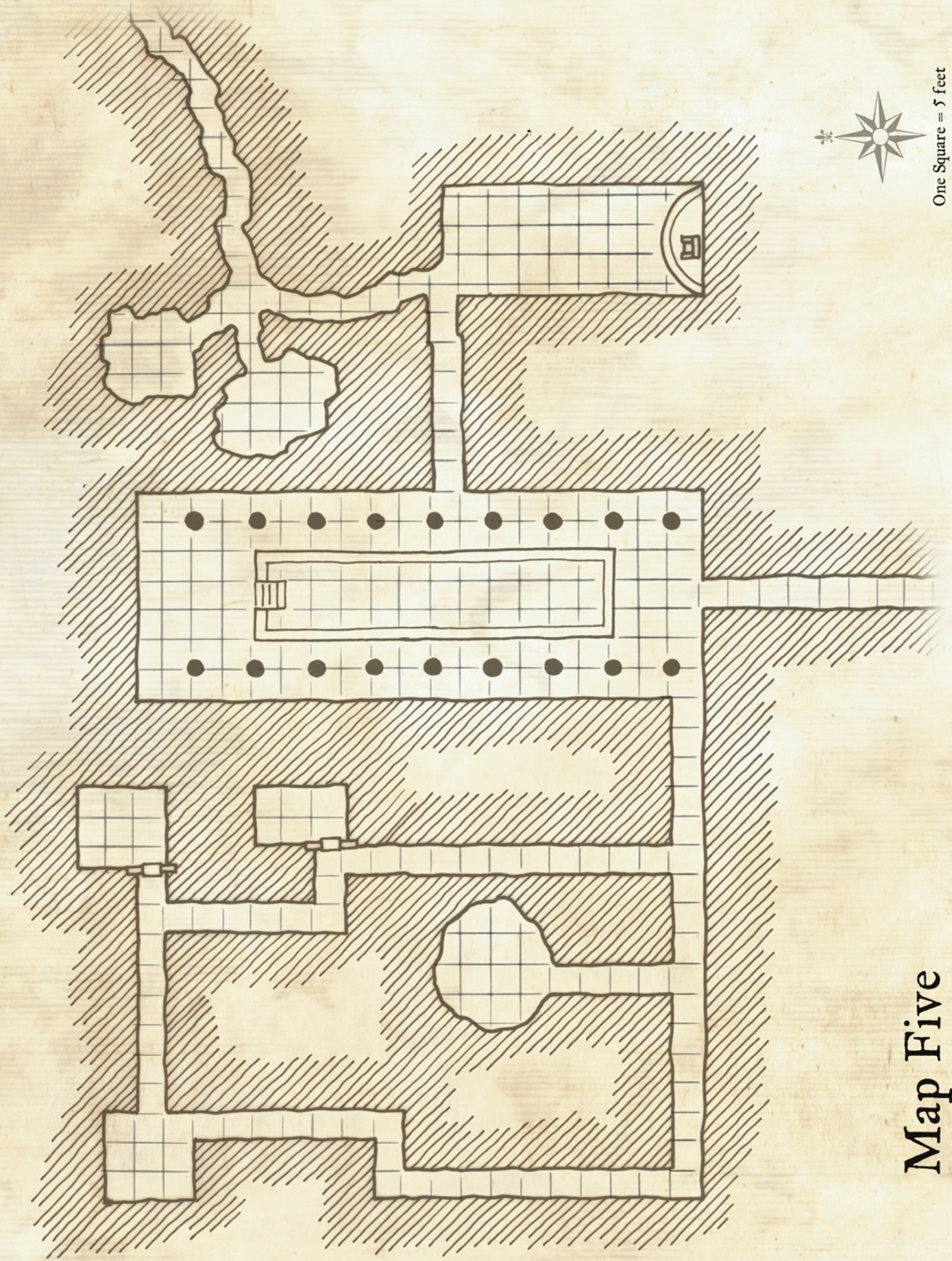


One Square = 5 feet



Map Four

One Square = 5 feet

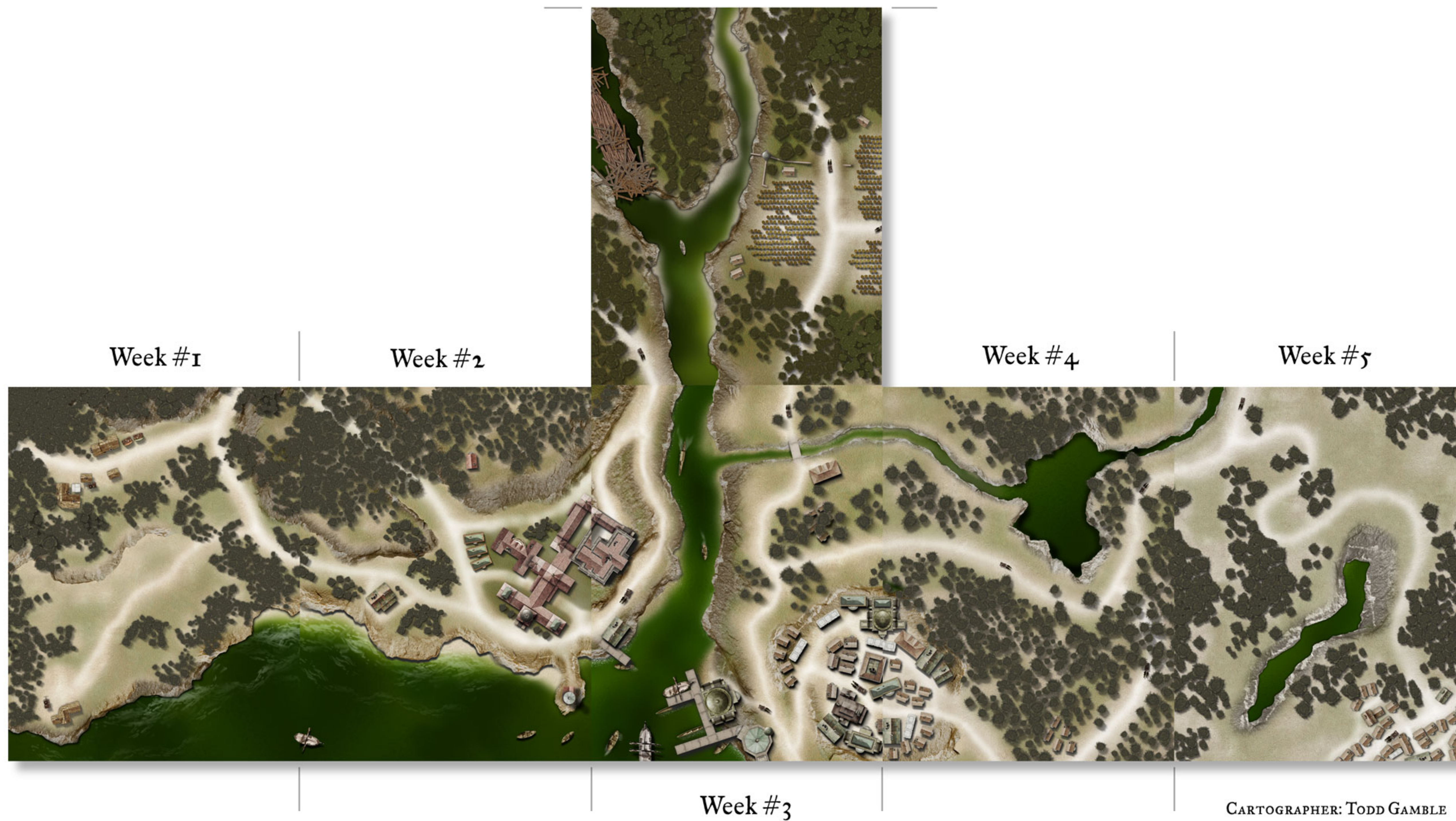


Map Five

One Square = 5 feet

JANUARY 2002: MAP OF THE WEEK

Week #3 Bonus Map



JANUARY 2002: MAP OF THE WEEK

Week #3 Bonus Map



Week #1

Week #2

Week #4

Week #5

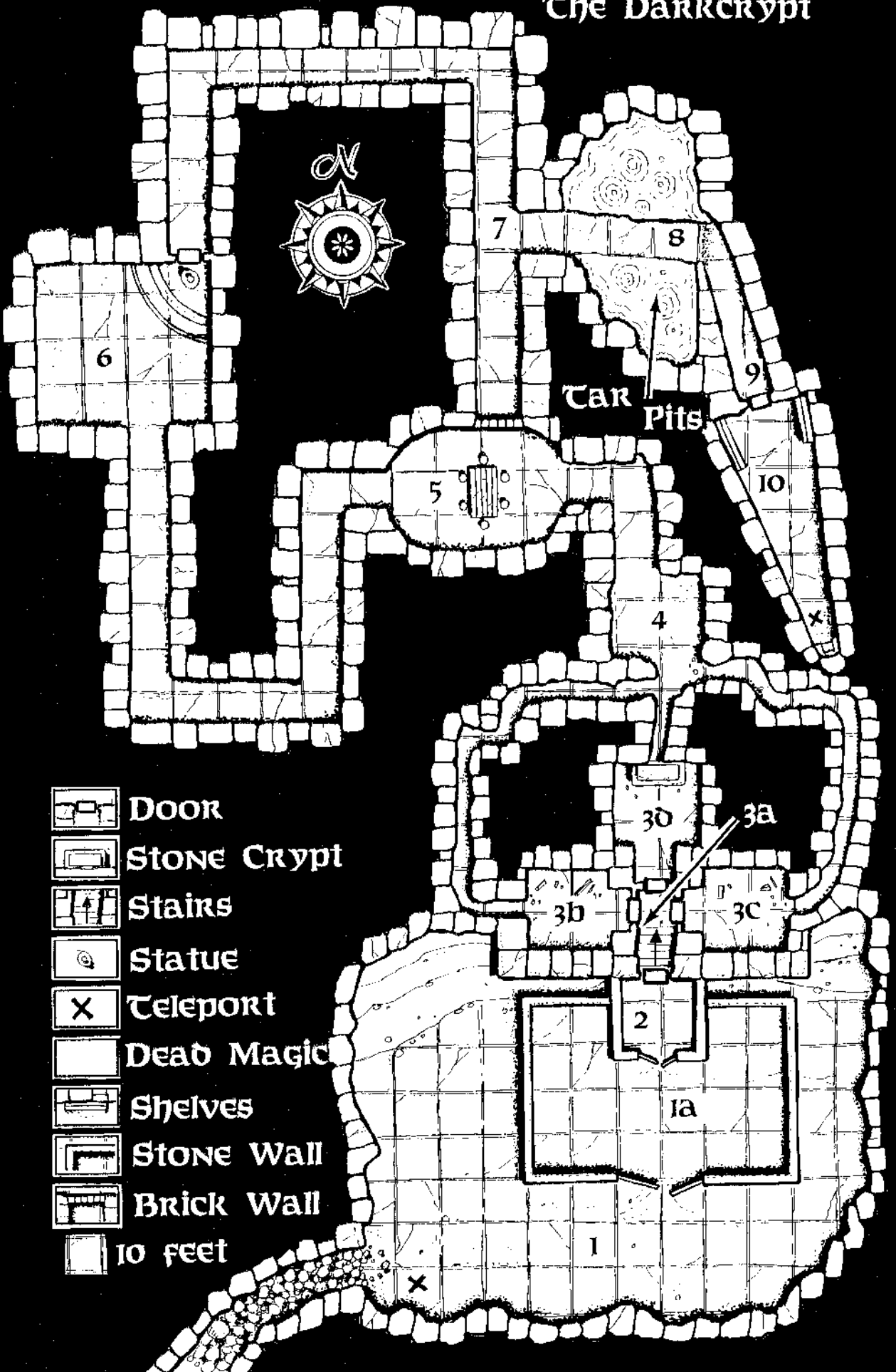


Week #3

CARTOGRAPHER: TODD GAMBLE



The Darkcrypt







Master Key



Altar



Archway



Arrow Slit



Bars



Bench



Boulder



Coal Pile



Creature Starting Area



Curtain/Tapestry



Defensive Matting



Door



Door, One-way



Secret Door



Concealed Door



Well-Hidden Secret Door



Warded Secret Door



Fireplaces



Fire Trap



Forge



Furnaces



Gas Cloud



Ladder



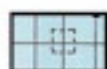
Levers



Memorial Slab



Mine Car



Murder Hole (Ceiling)



Murder Hole (Floor)



Oven



Pillars



Pit



Pit, Covered



Portcullis



Pungi Sticks



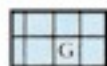
Railing



Raised Passage



Ramp/Chute



Rot-grub Colony



Sand



Sarcophagus



Secret Trap Door



Shifting Feature



Sinkhole



Spiral Stairs



Stairs



Statue



Subterranean Passage



Trapped Ceiling



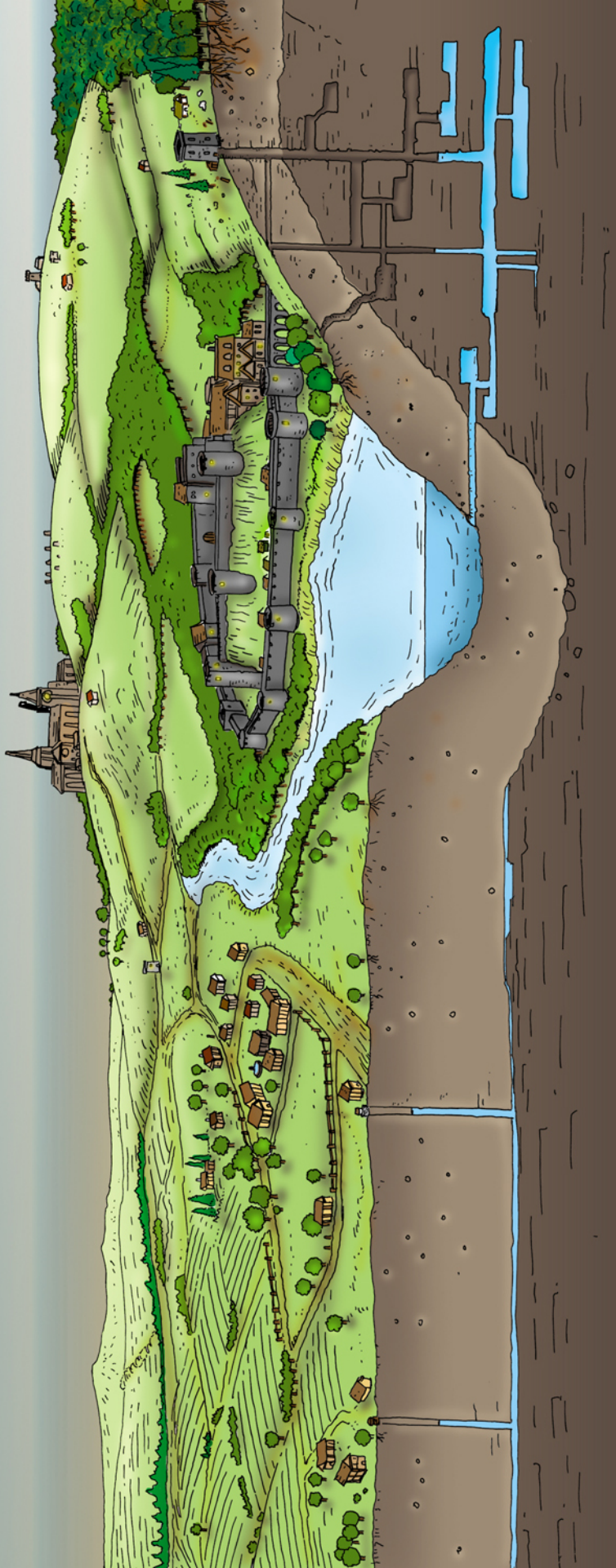
Trapped Floor



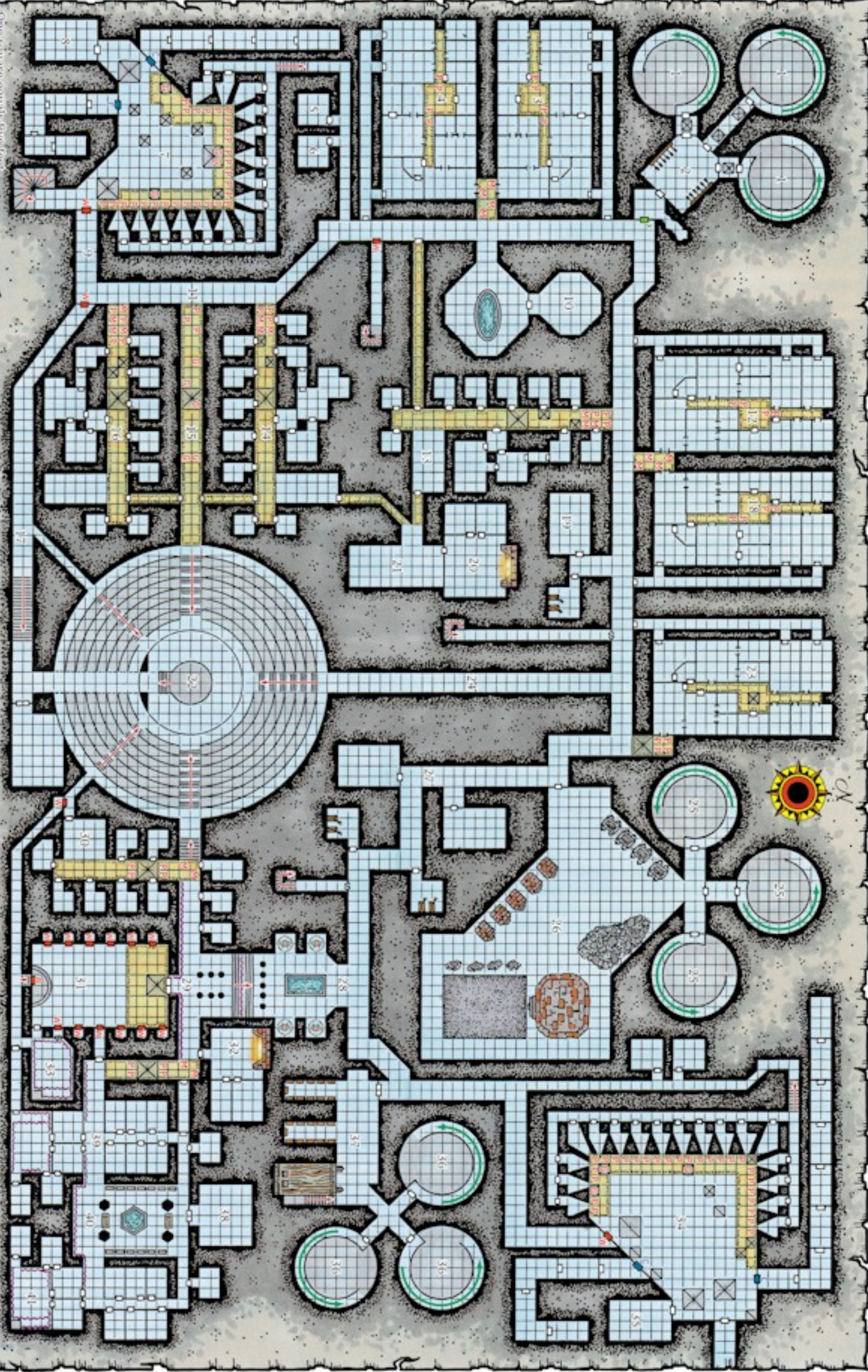
Tun

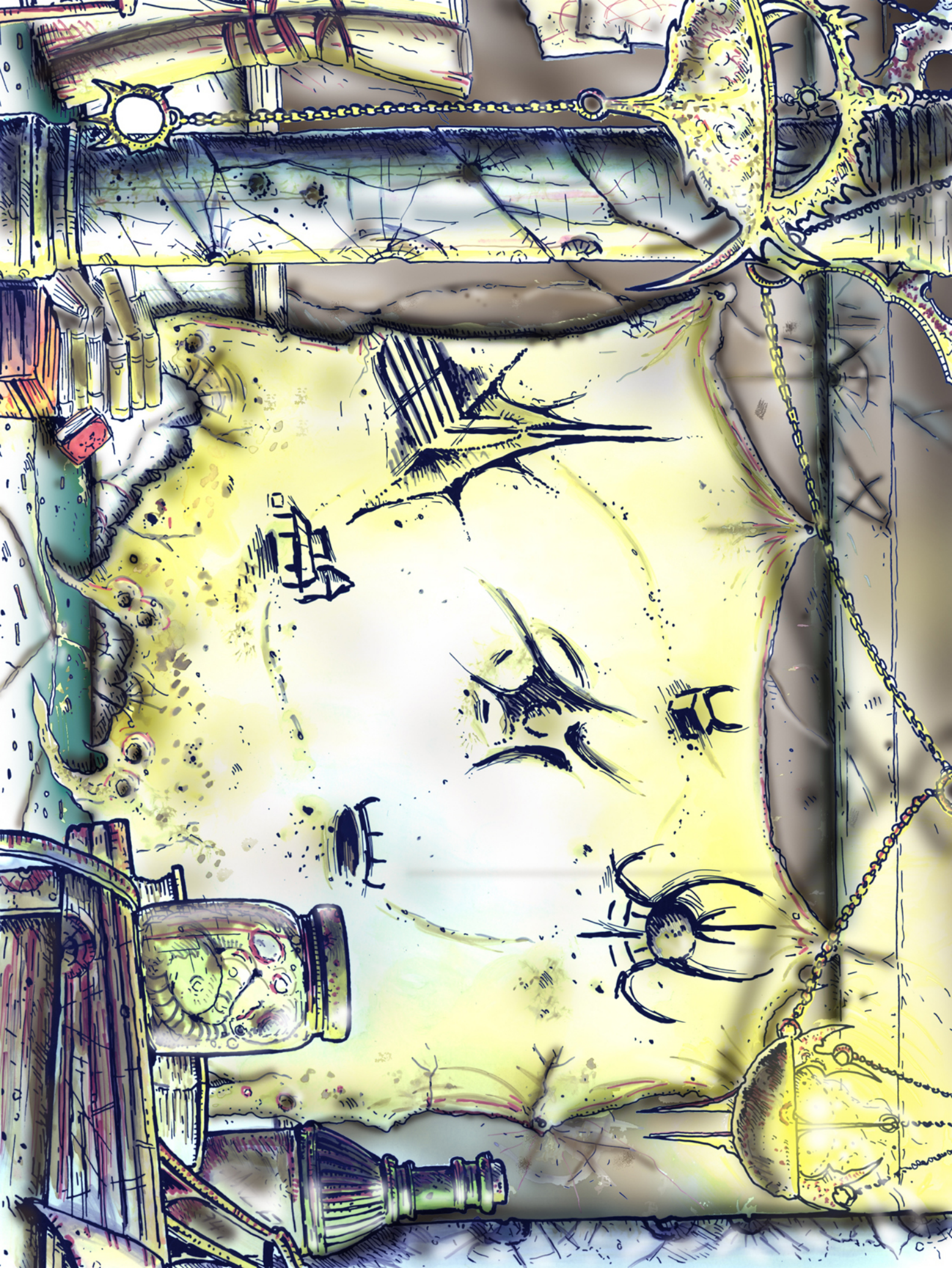


Water



One square equals five feet

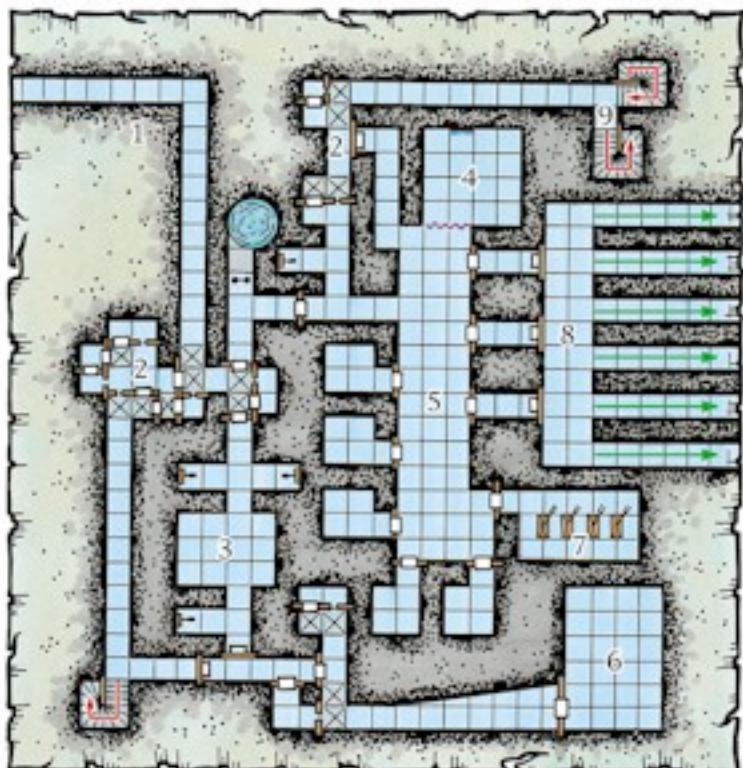
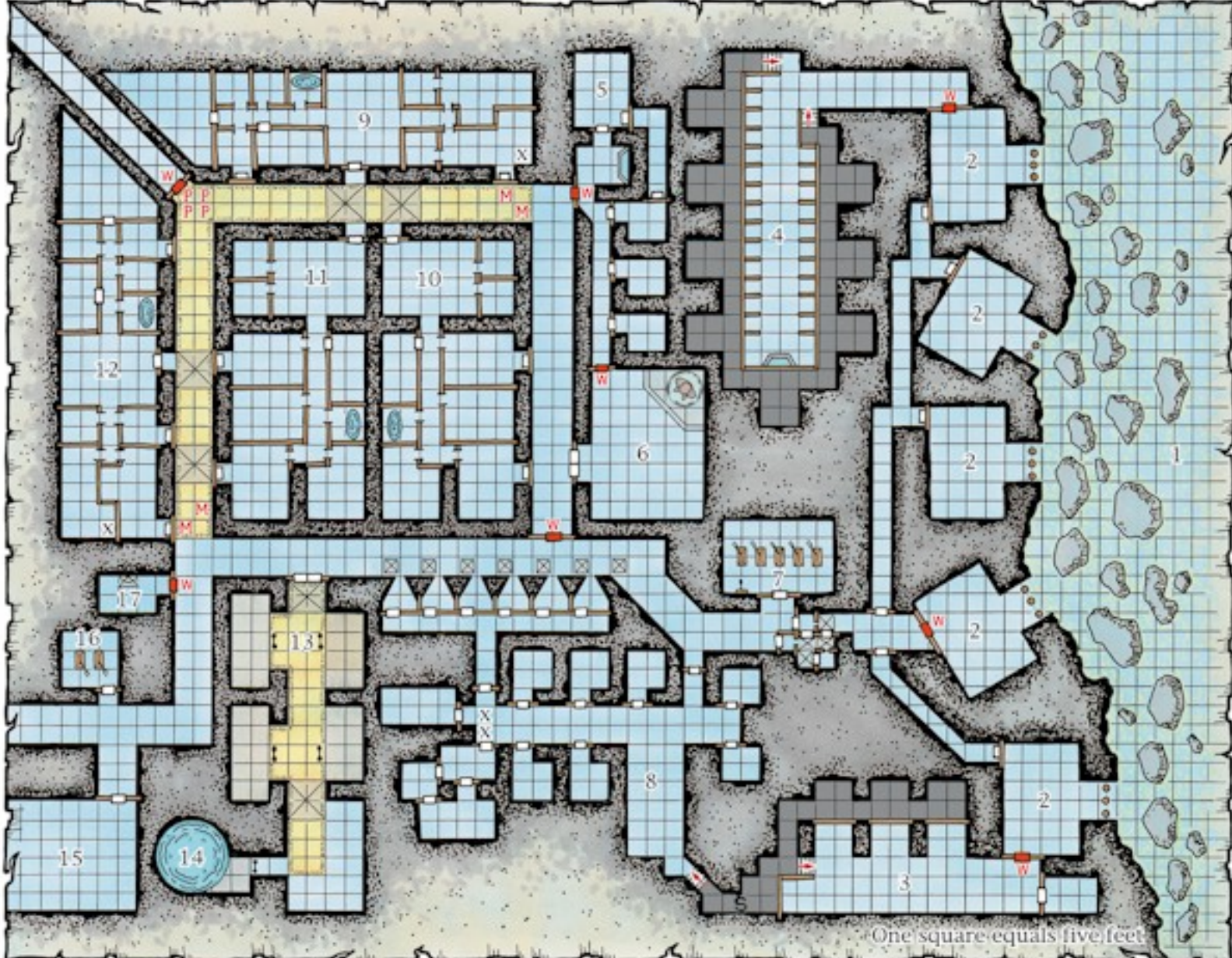




General Key

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INDUSTRIAL
STITCHES

TAKERS LOCK

THE ARCAINE
REMAINS

SEAFARERS
ARCH

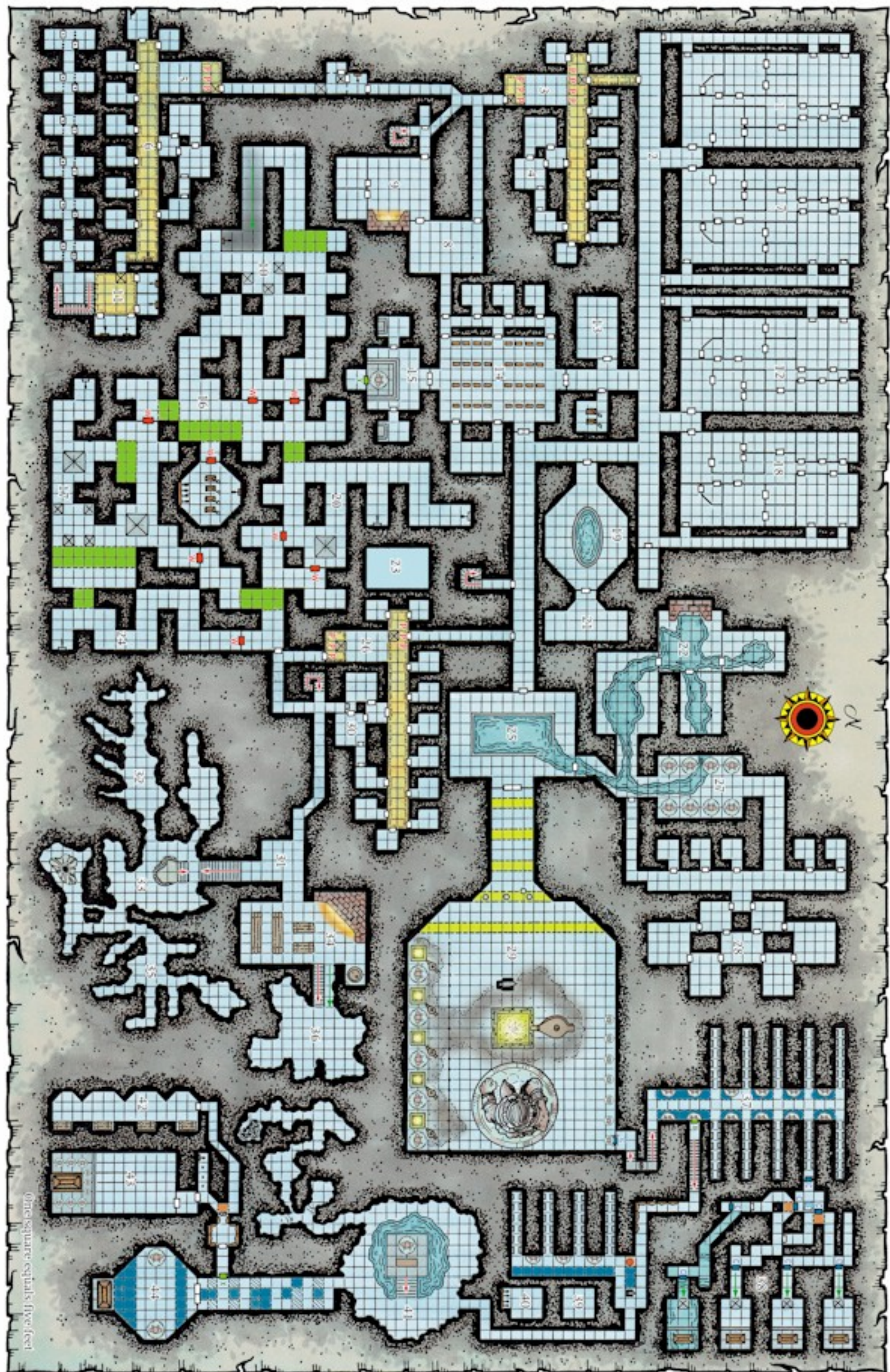
Suicide
Falls

LAST KISS
BLOSSOM

GATE KEYS

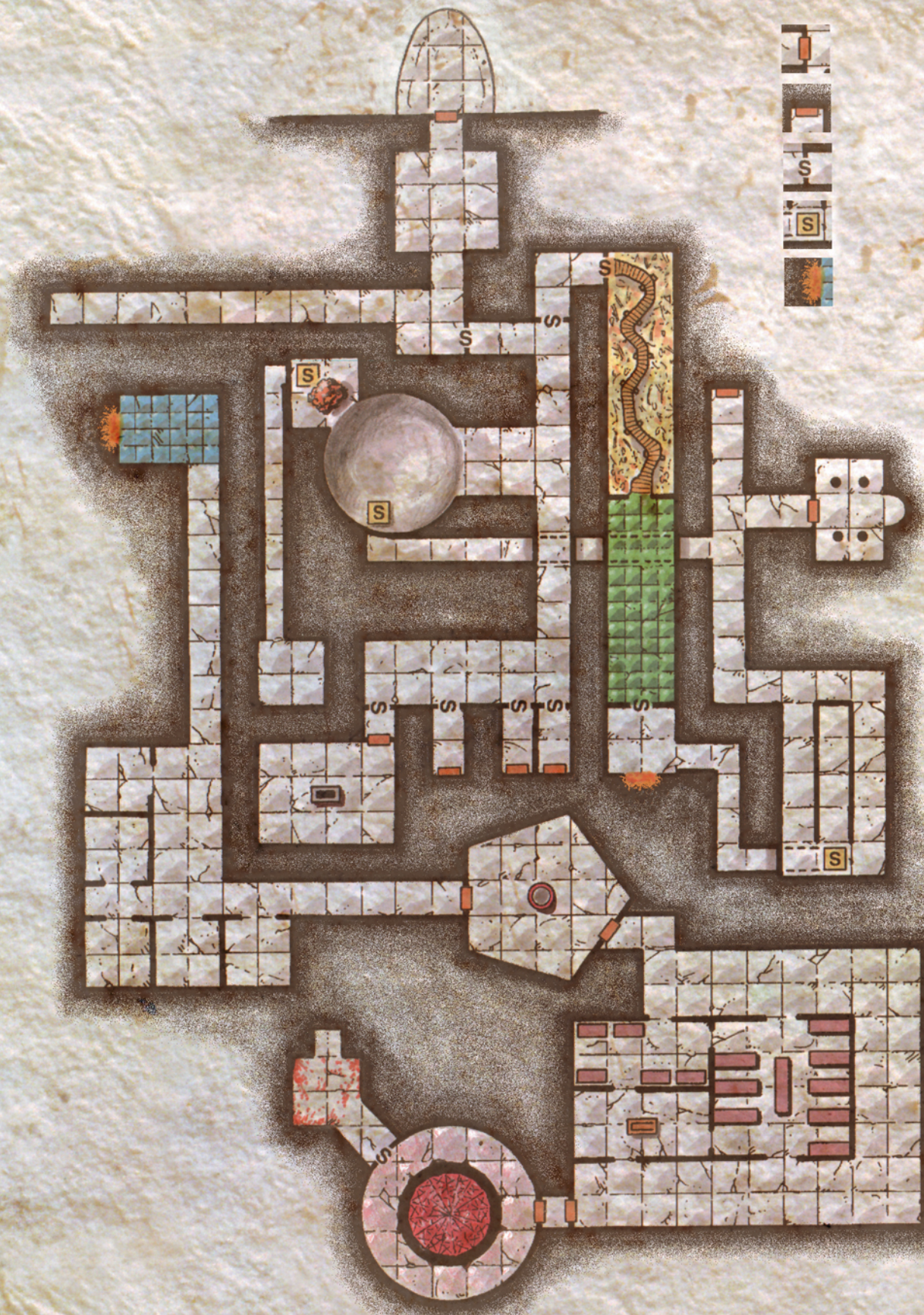
THE DITCH
BEAST

THE KNIFE
IN THE RIVER



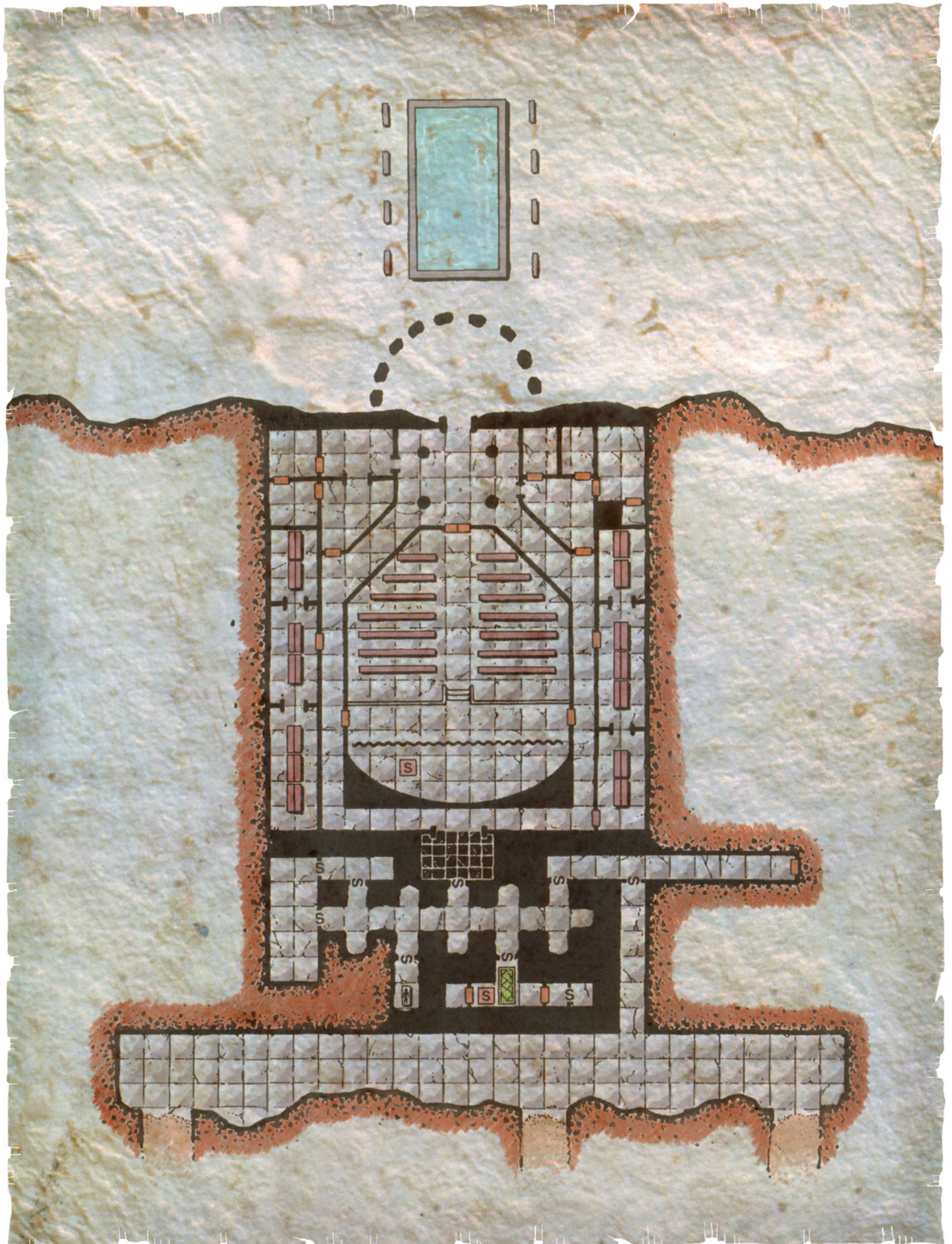
One square equals five feet

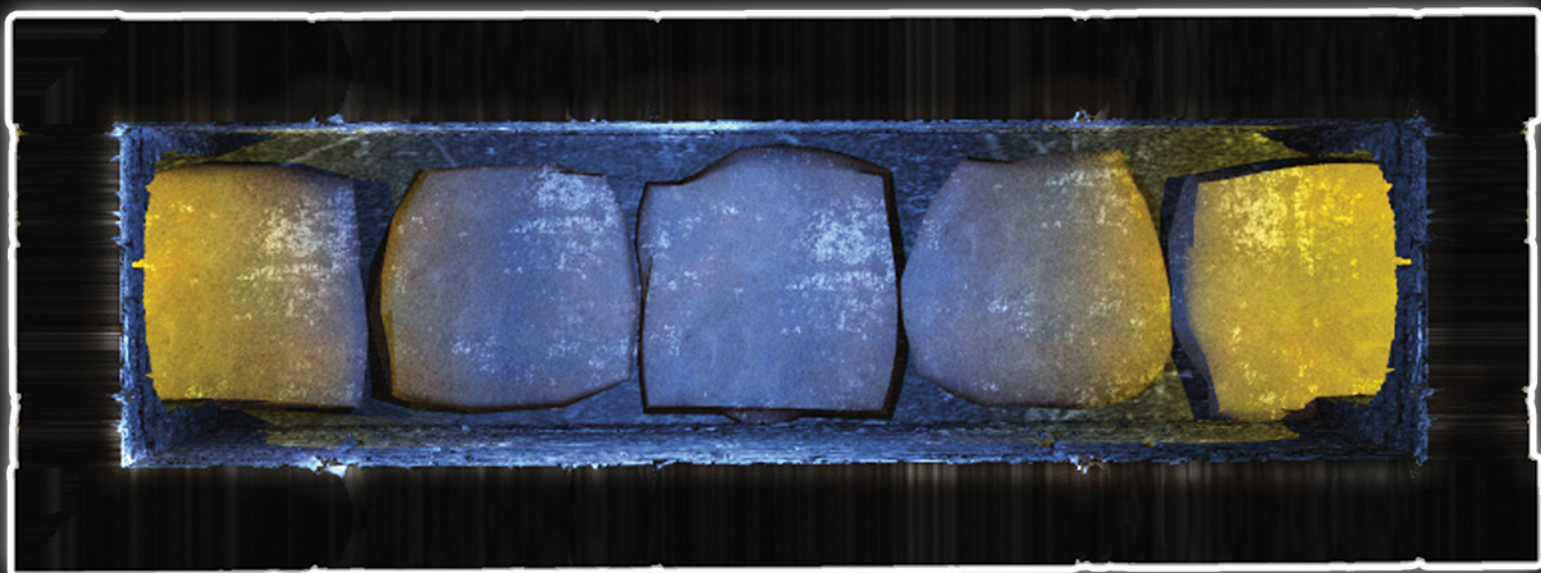
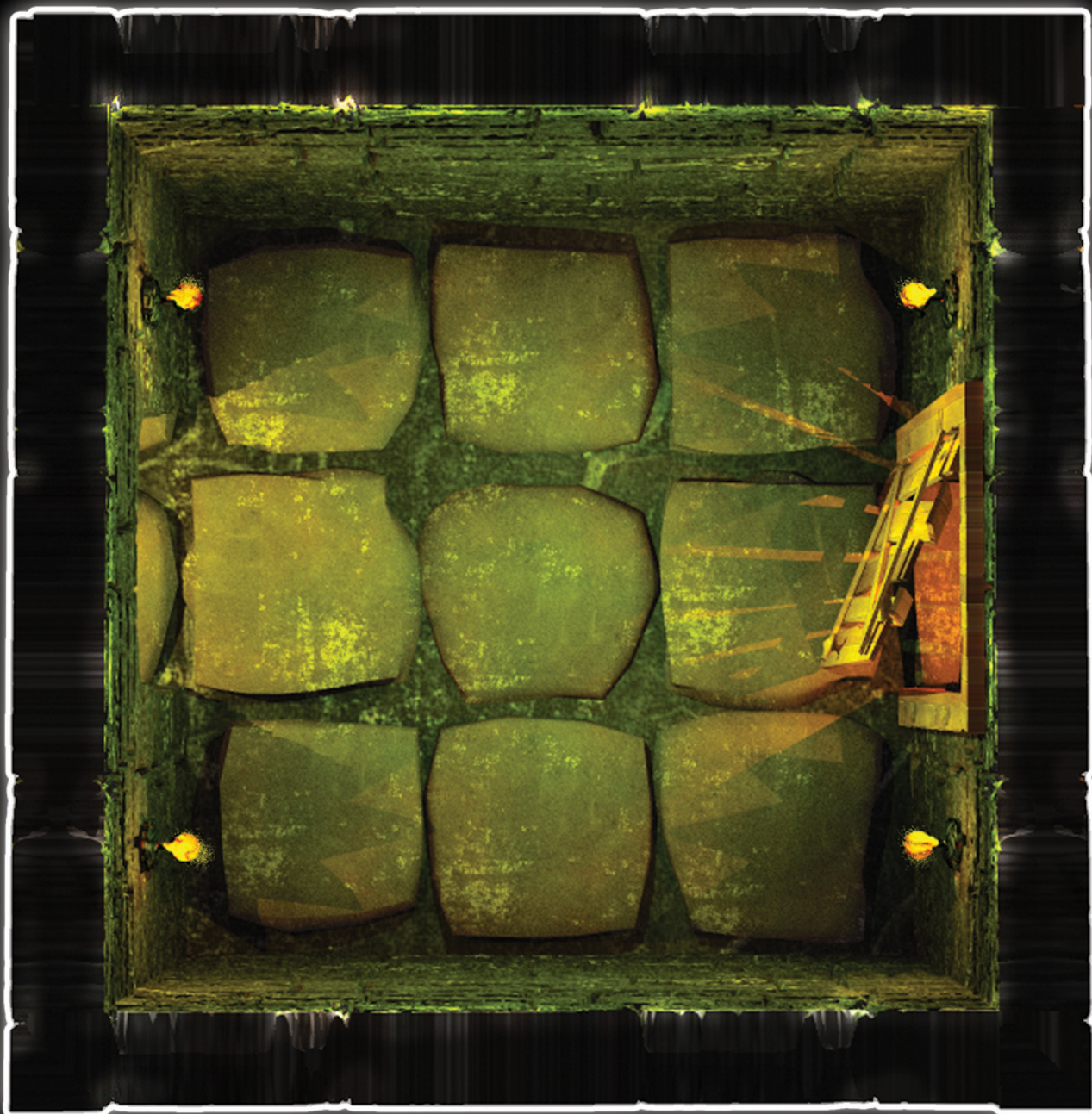




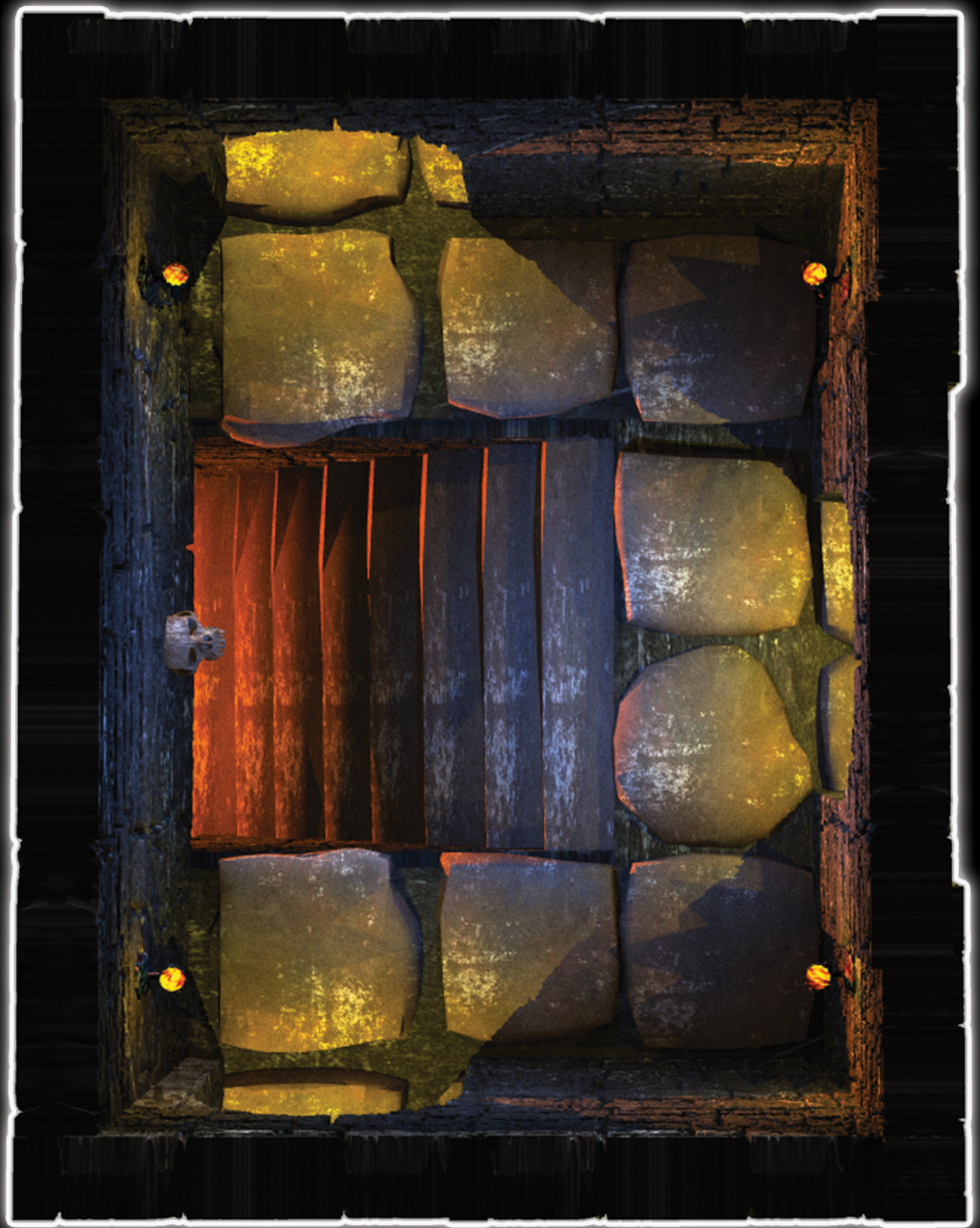




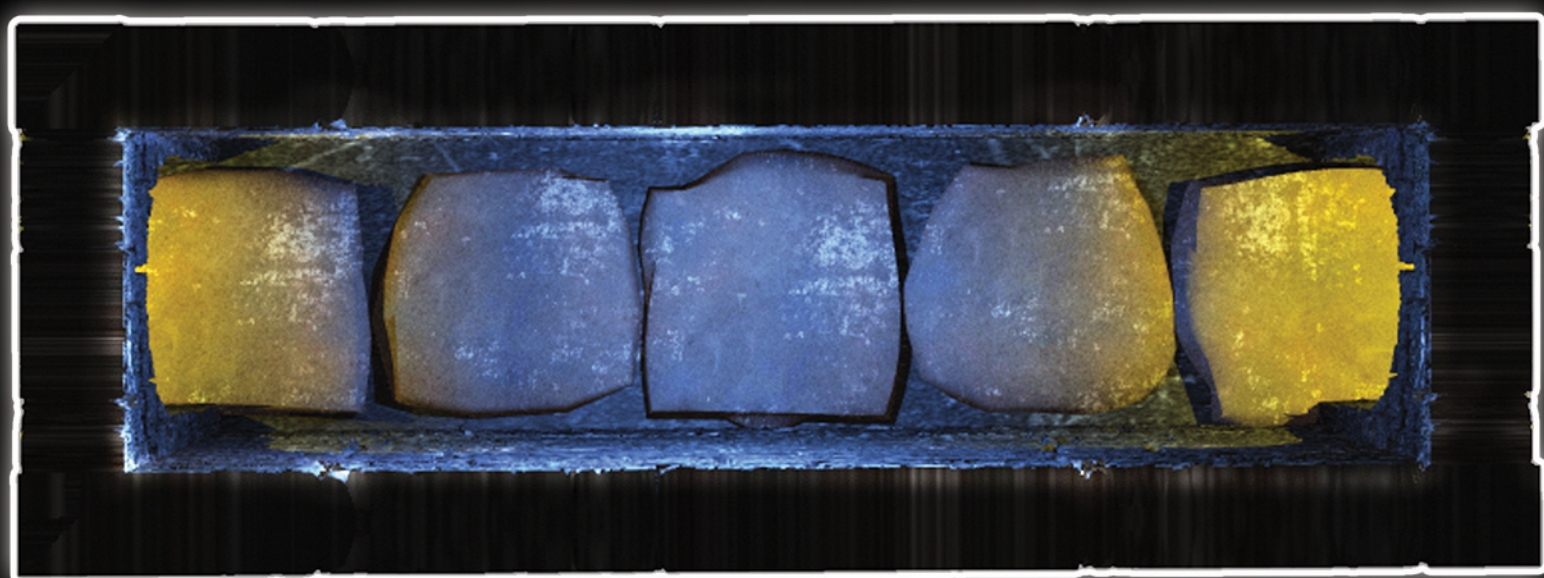


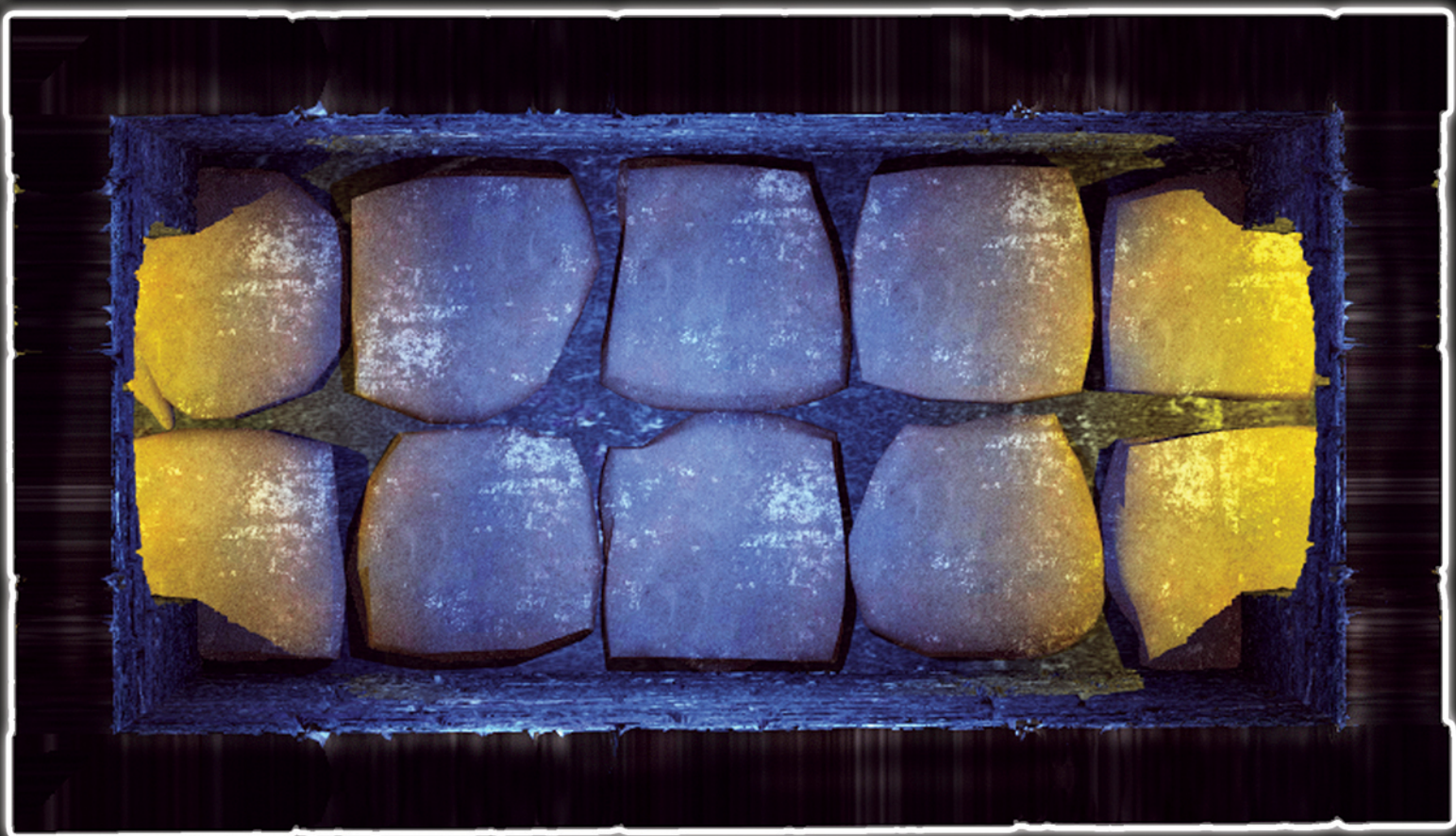
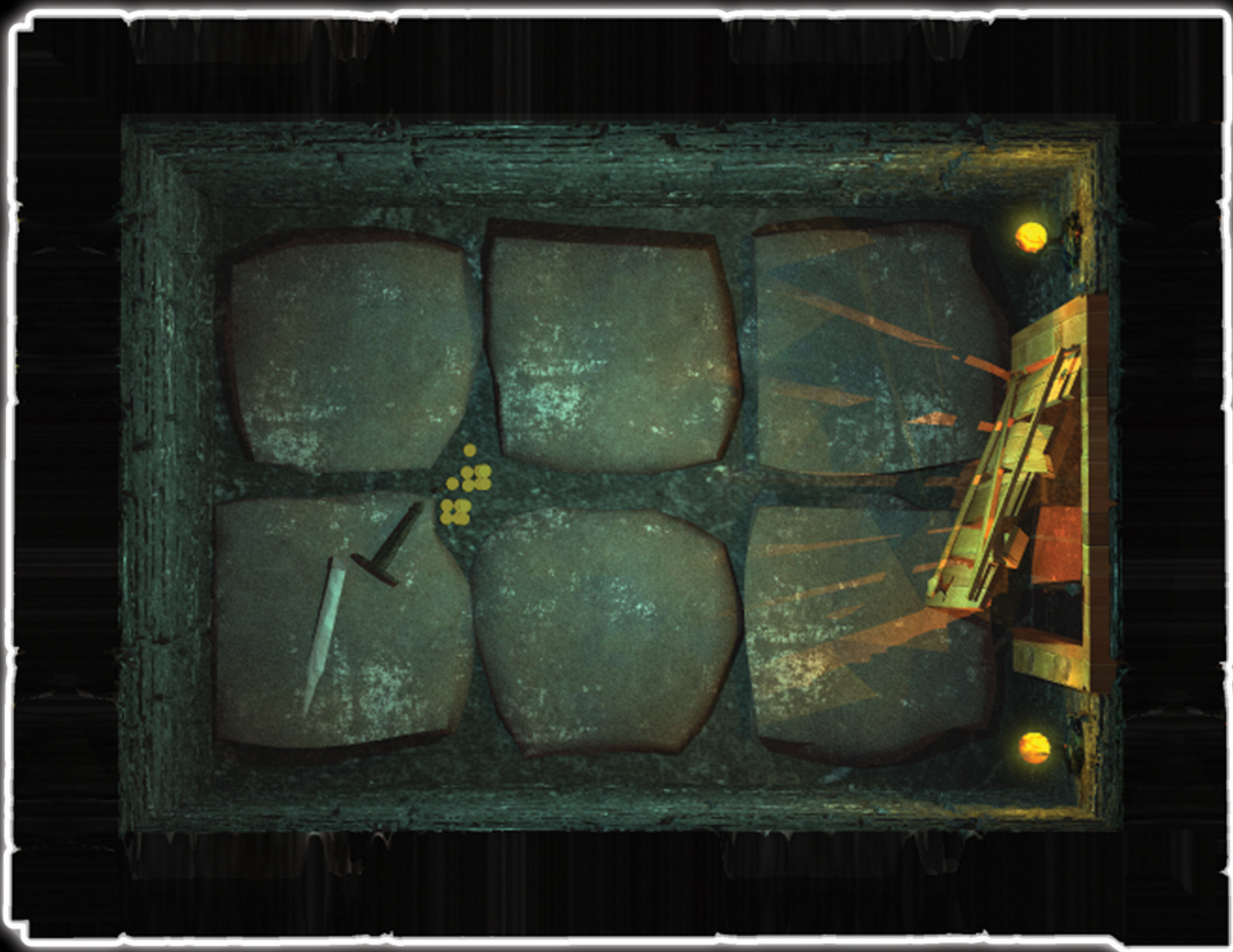


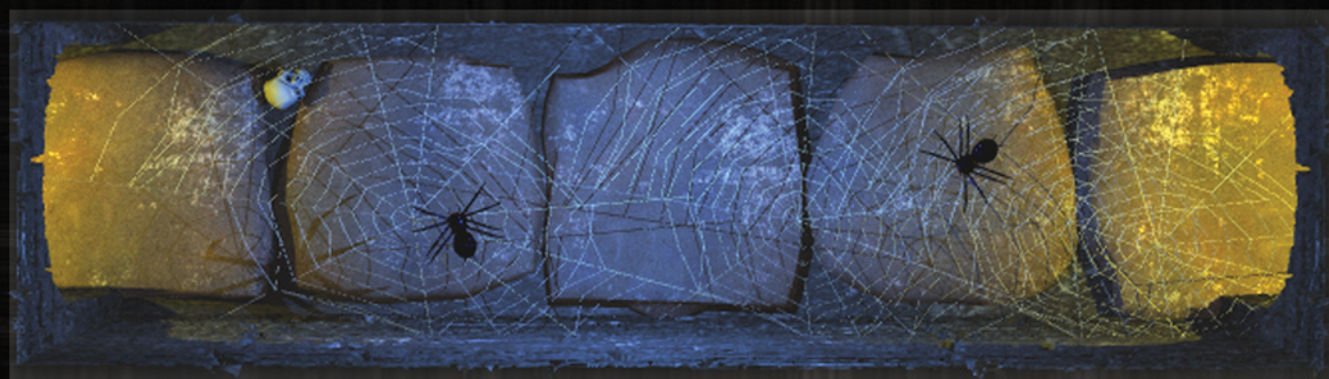
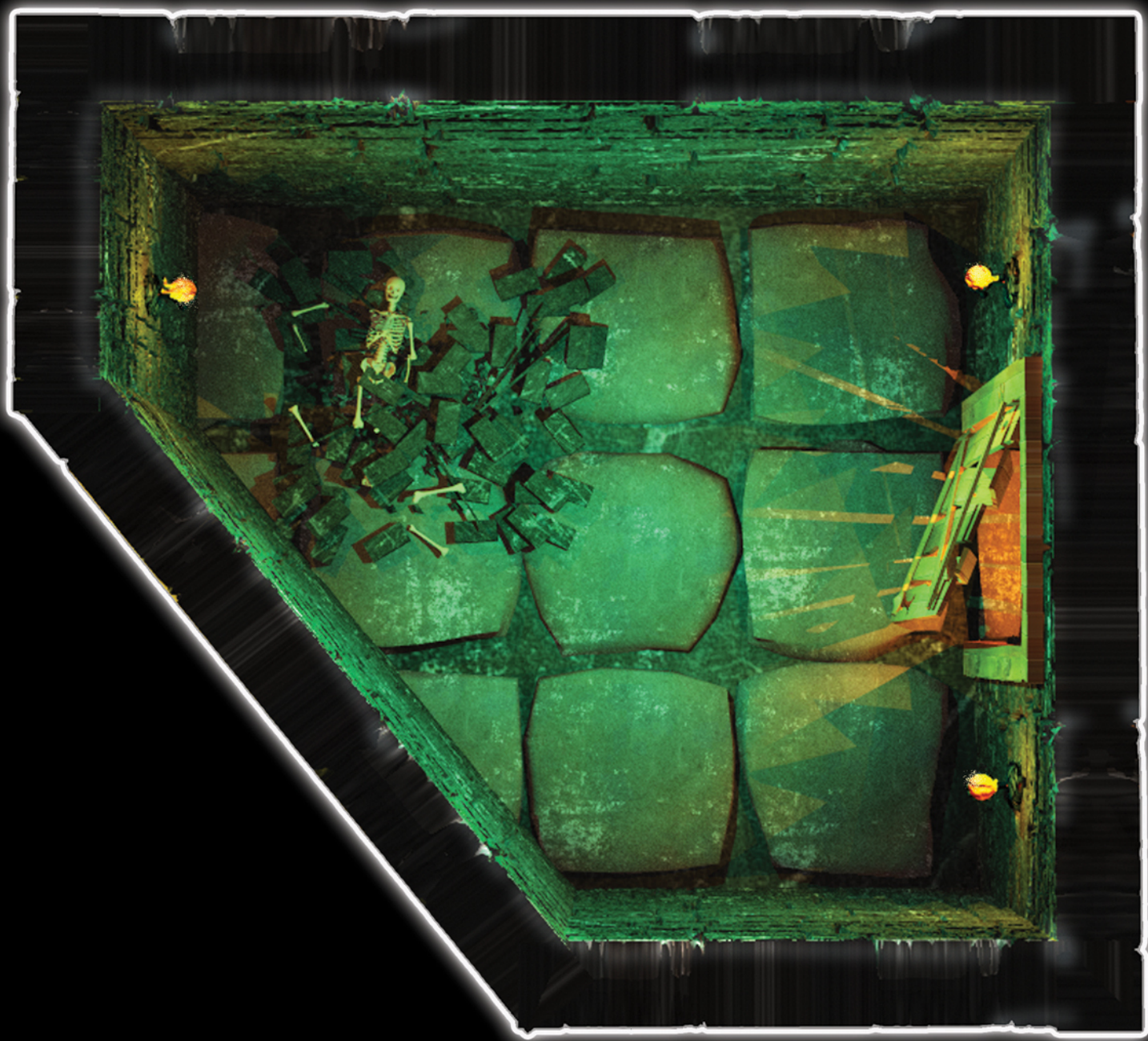


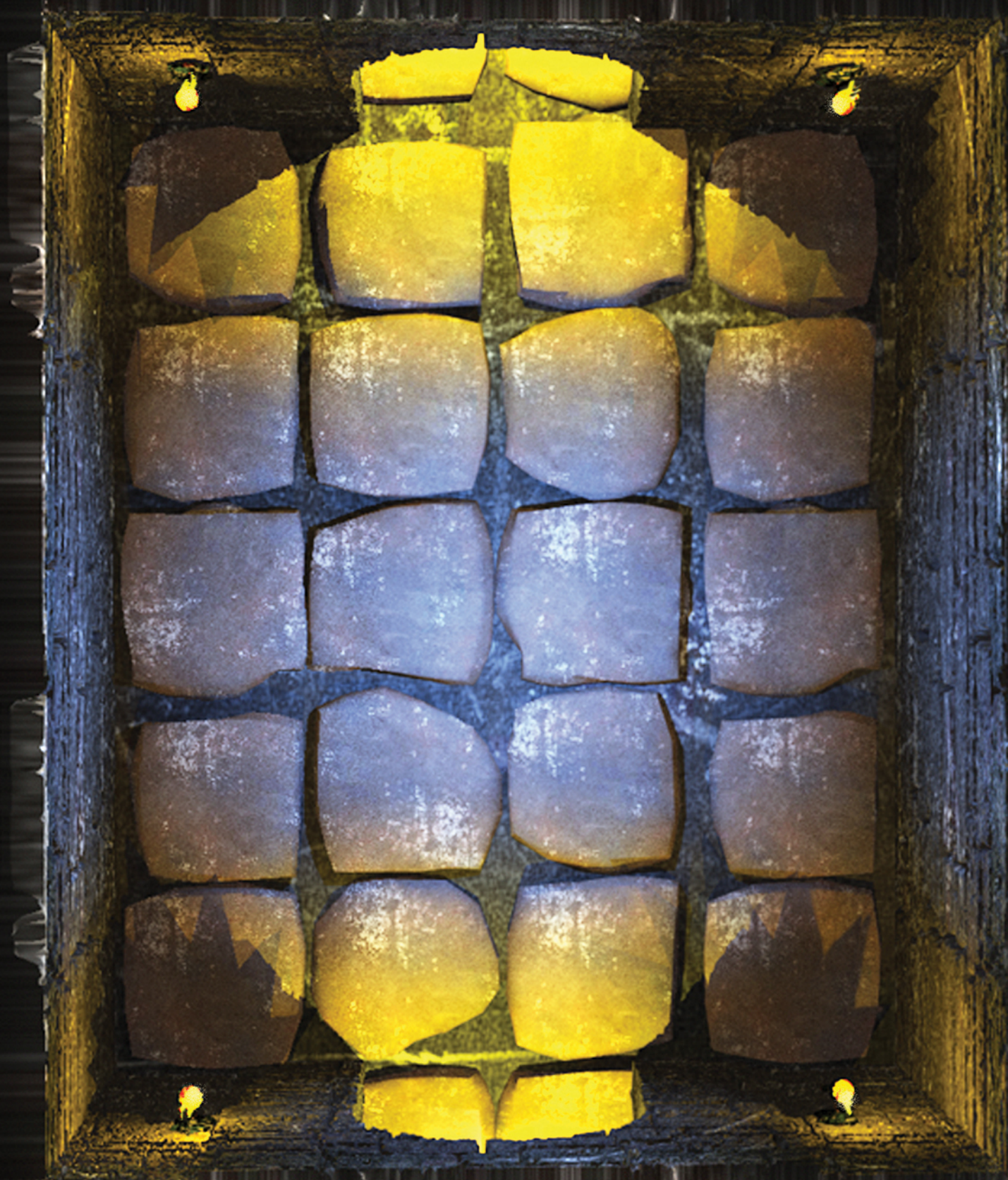






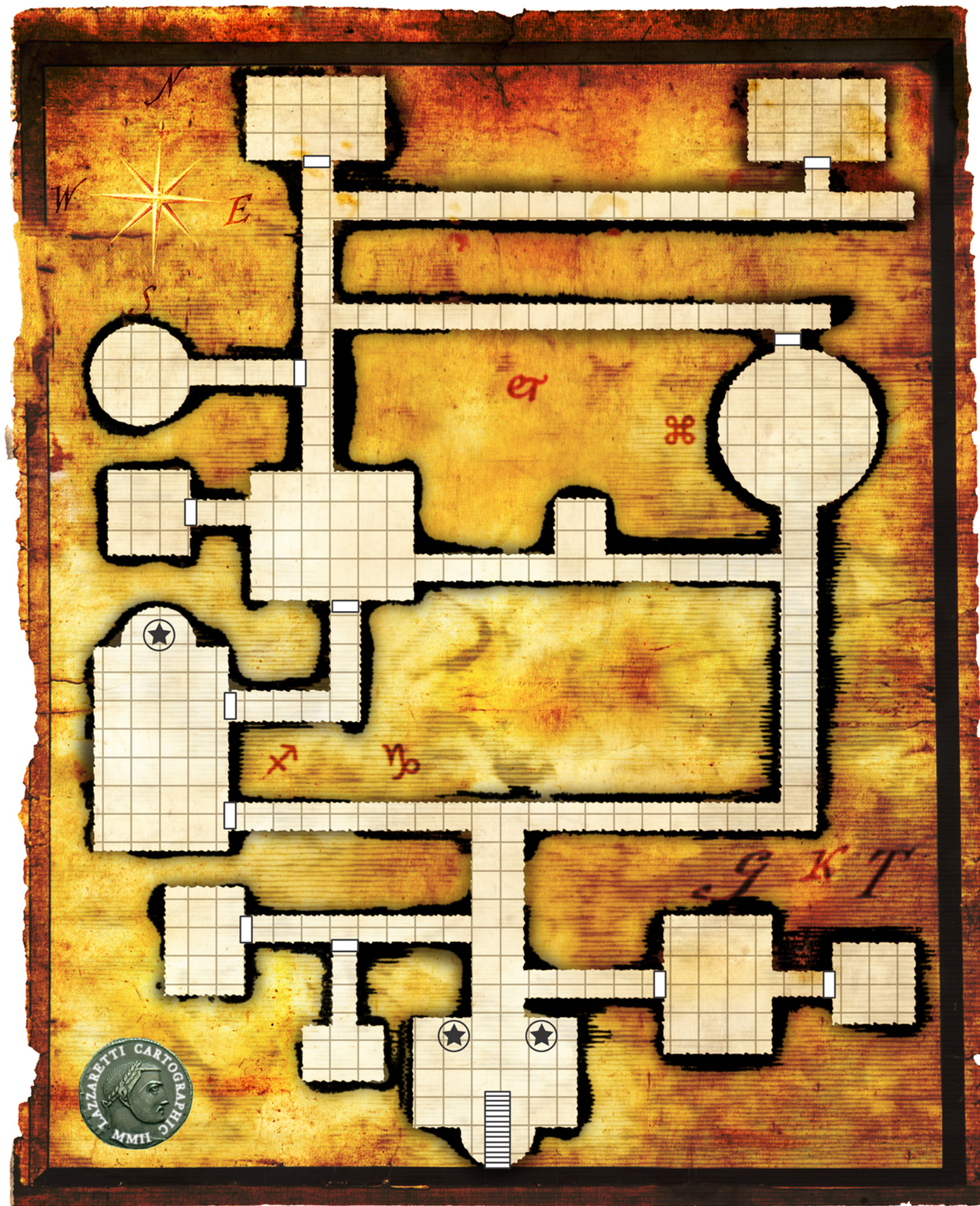


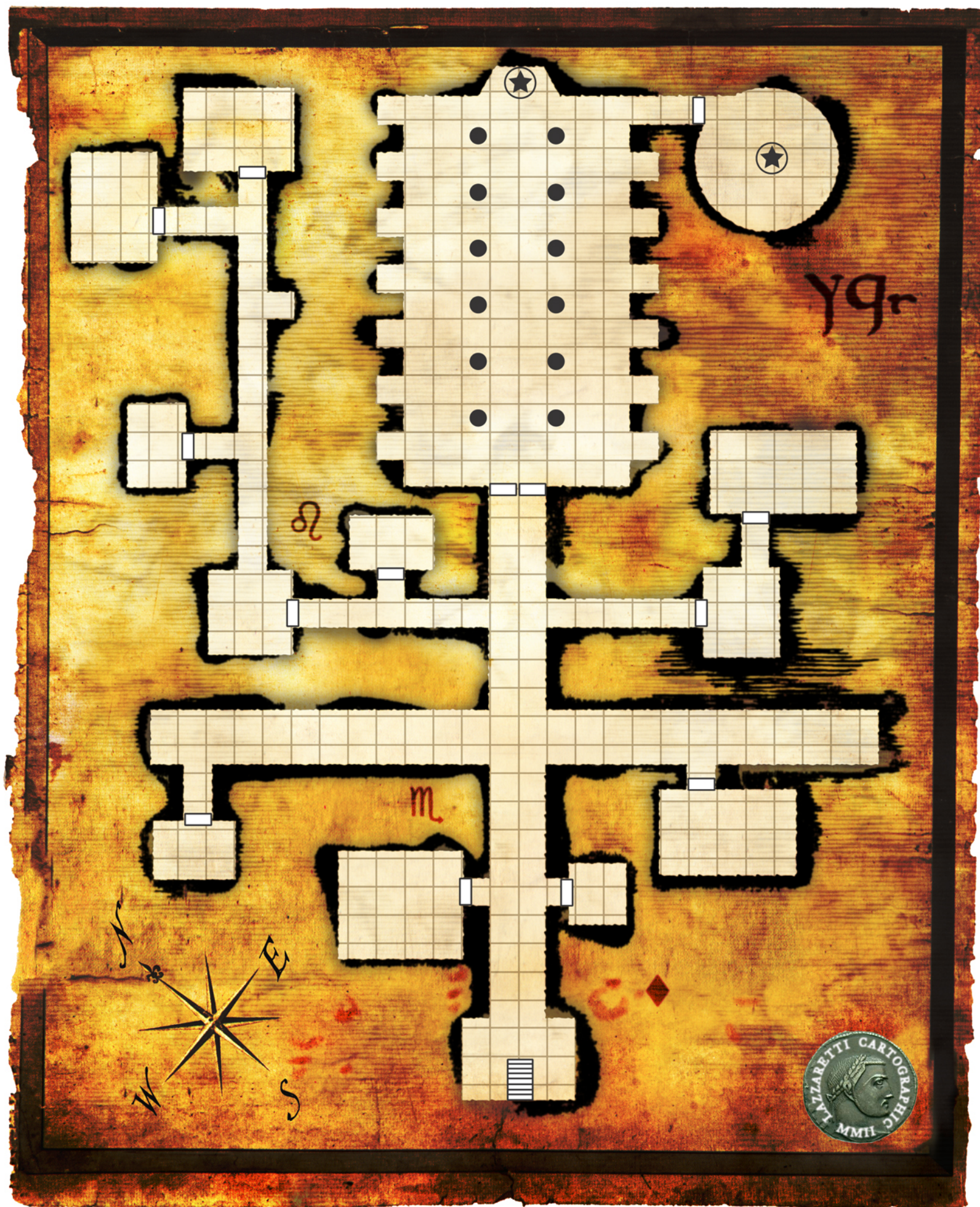




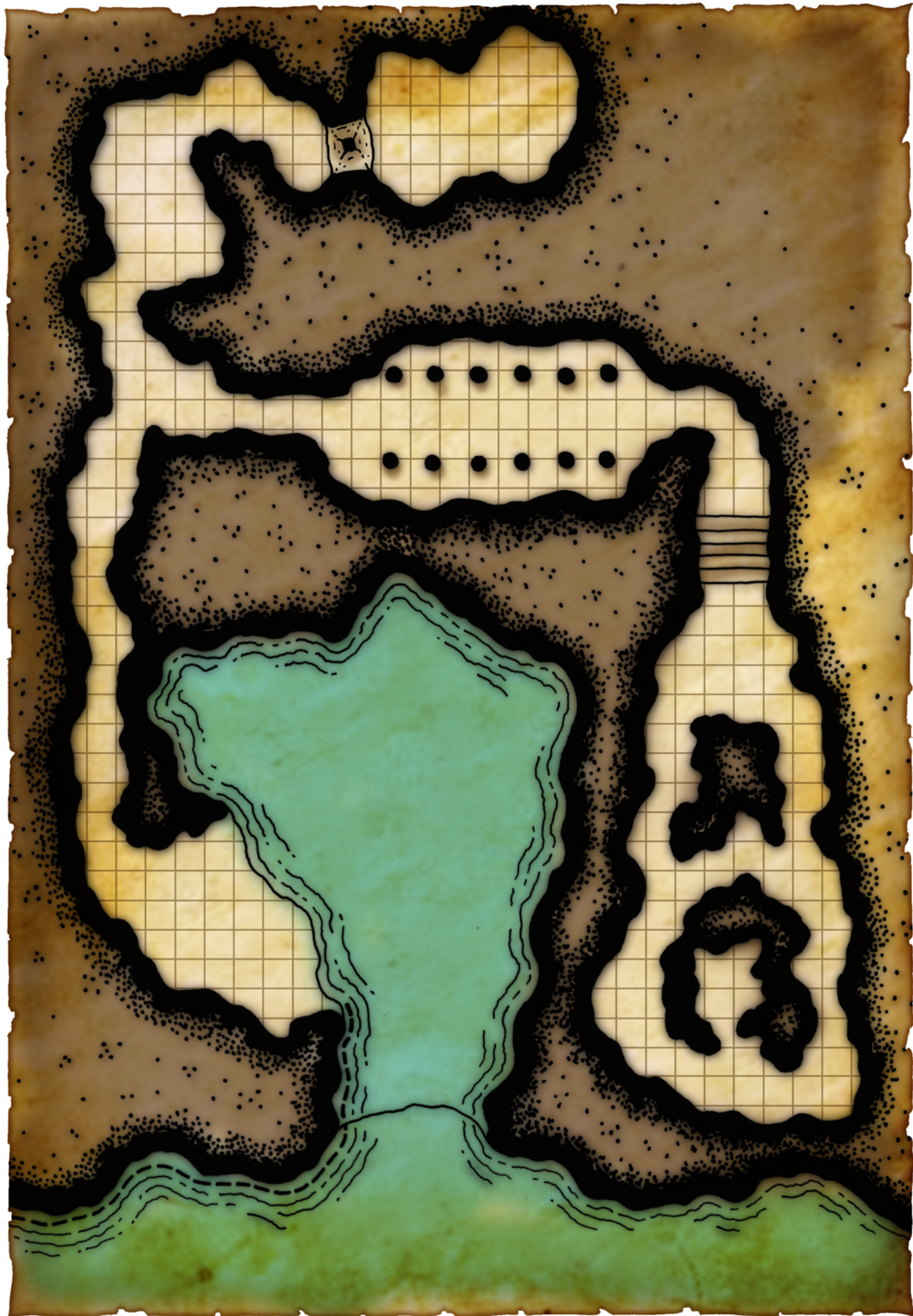


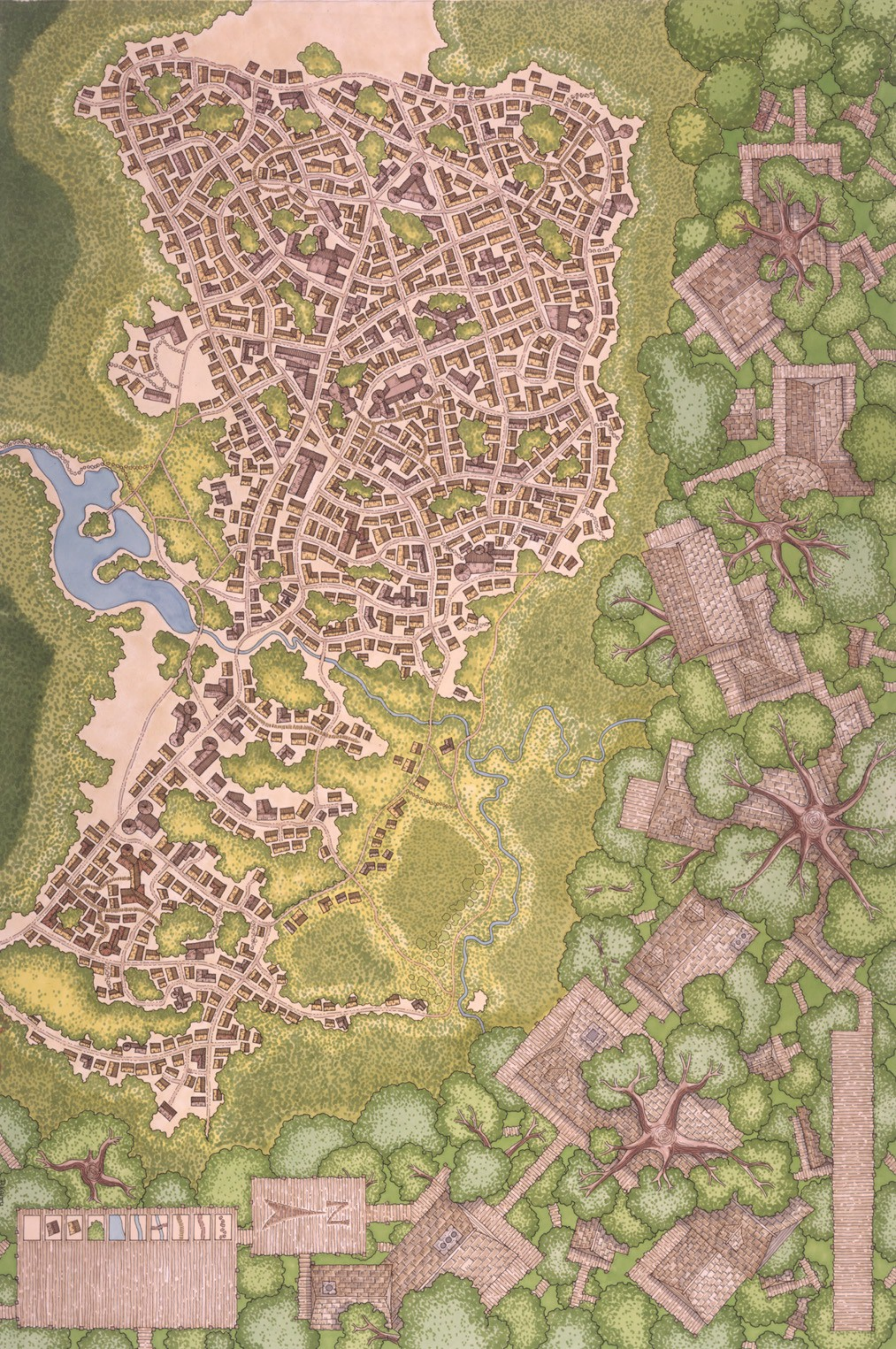






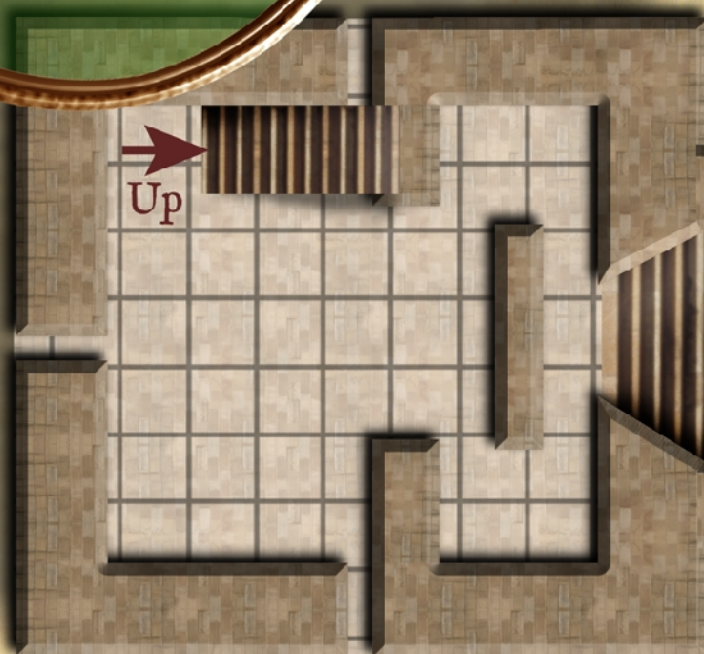
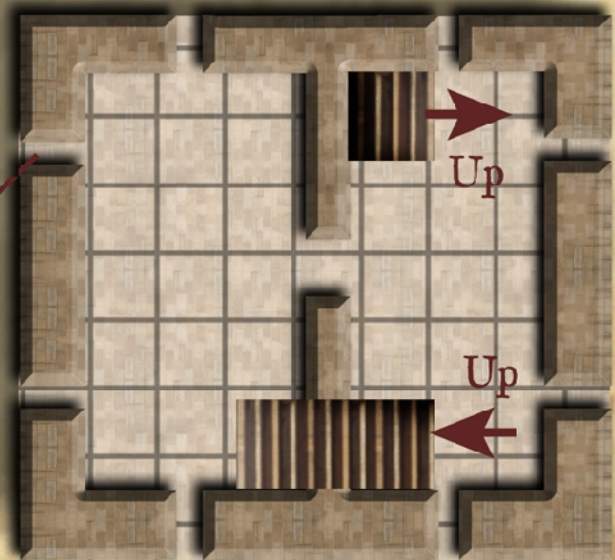






Fort Coyote

0 5 10 20 40
scale in feet



Mid Level-2

Exterior Lantern

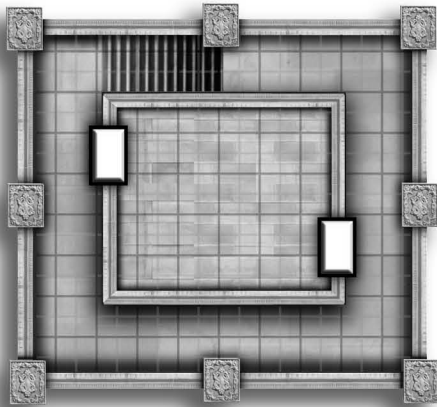
Ground Level-1

Todd Gamble, Cartographer

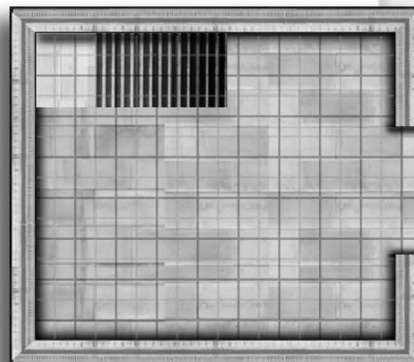


Gate Keep

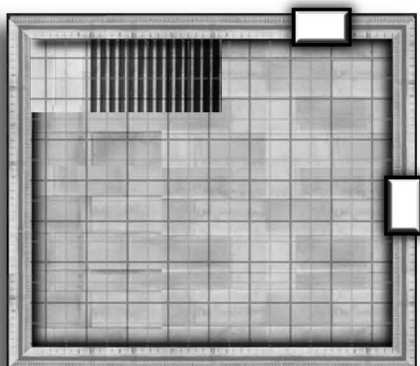
One Square Equals 5 Feet



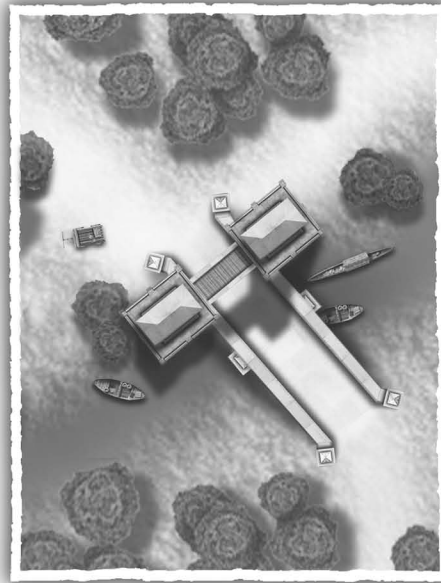
Level 3



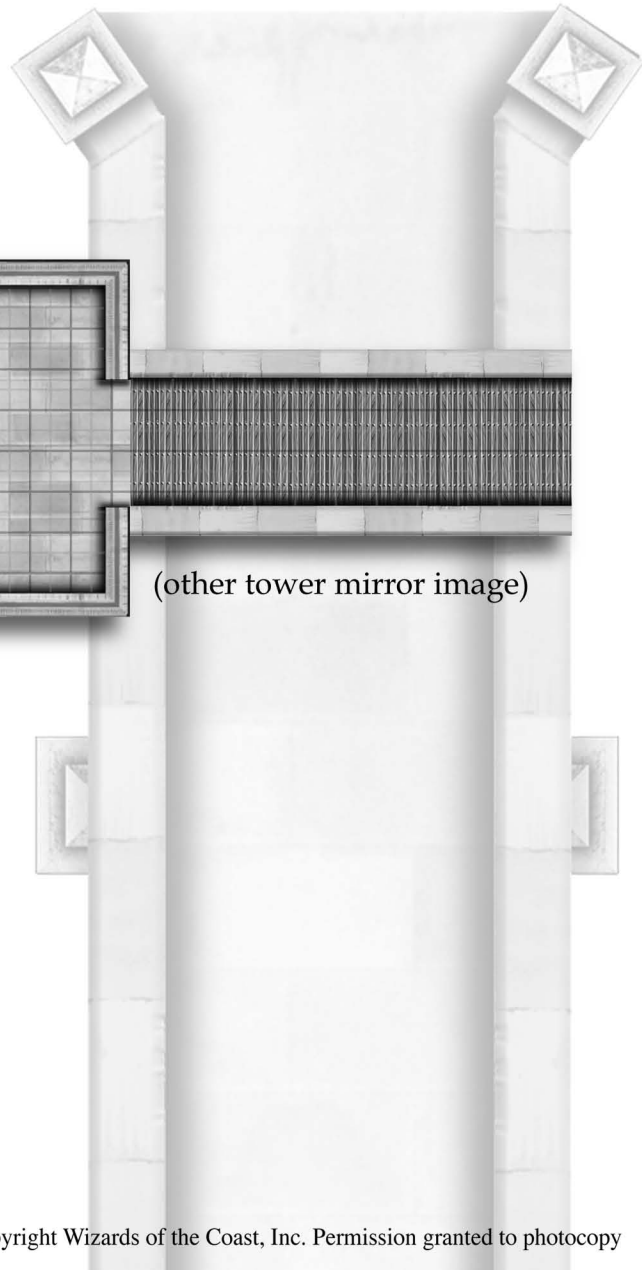
Level 2



Level 1



Overview Map



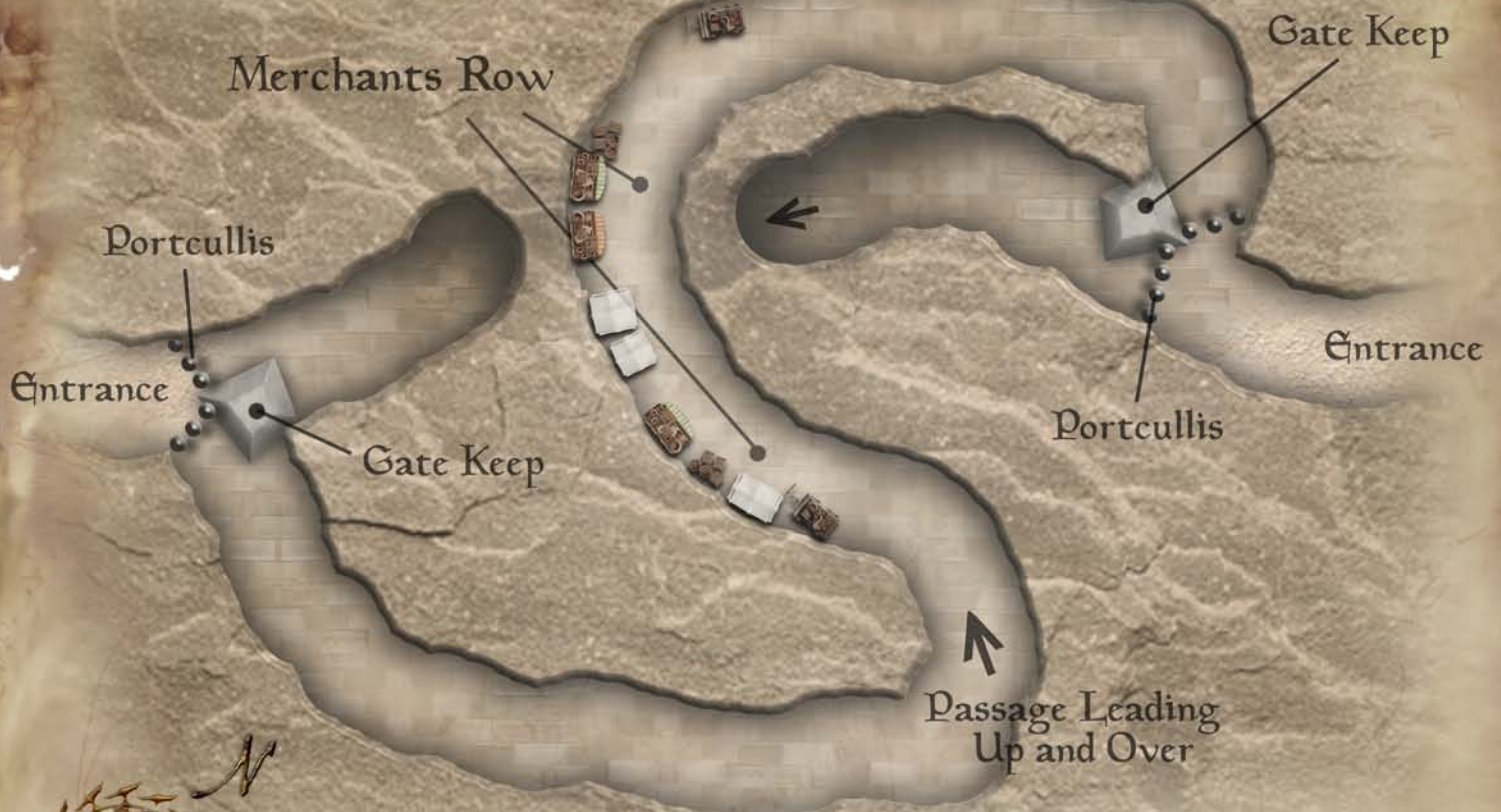
(other tower mirror image)

"The Great Petrified Worm"

Tunnel Bridge
over the
Catherine River

Tunnel Bridge (plan view) over the Catherine River

Merchants Row is a welcome site for weary travelers, for here one can purchase most anything, including the secrets of the subterranean kingdom.

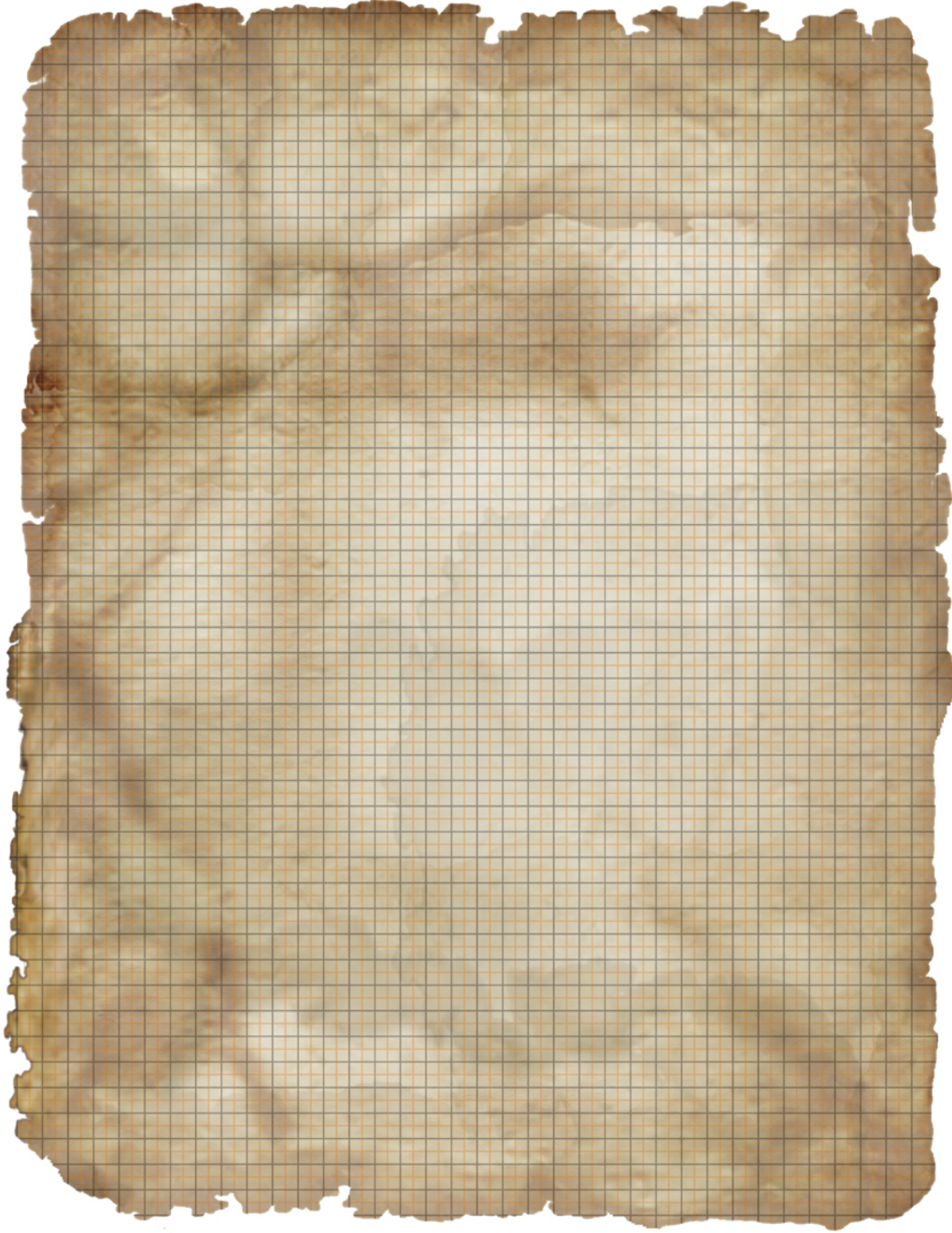


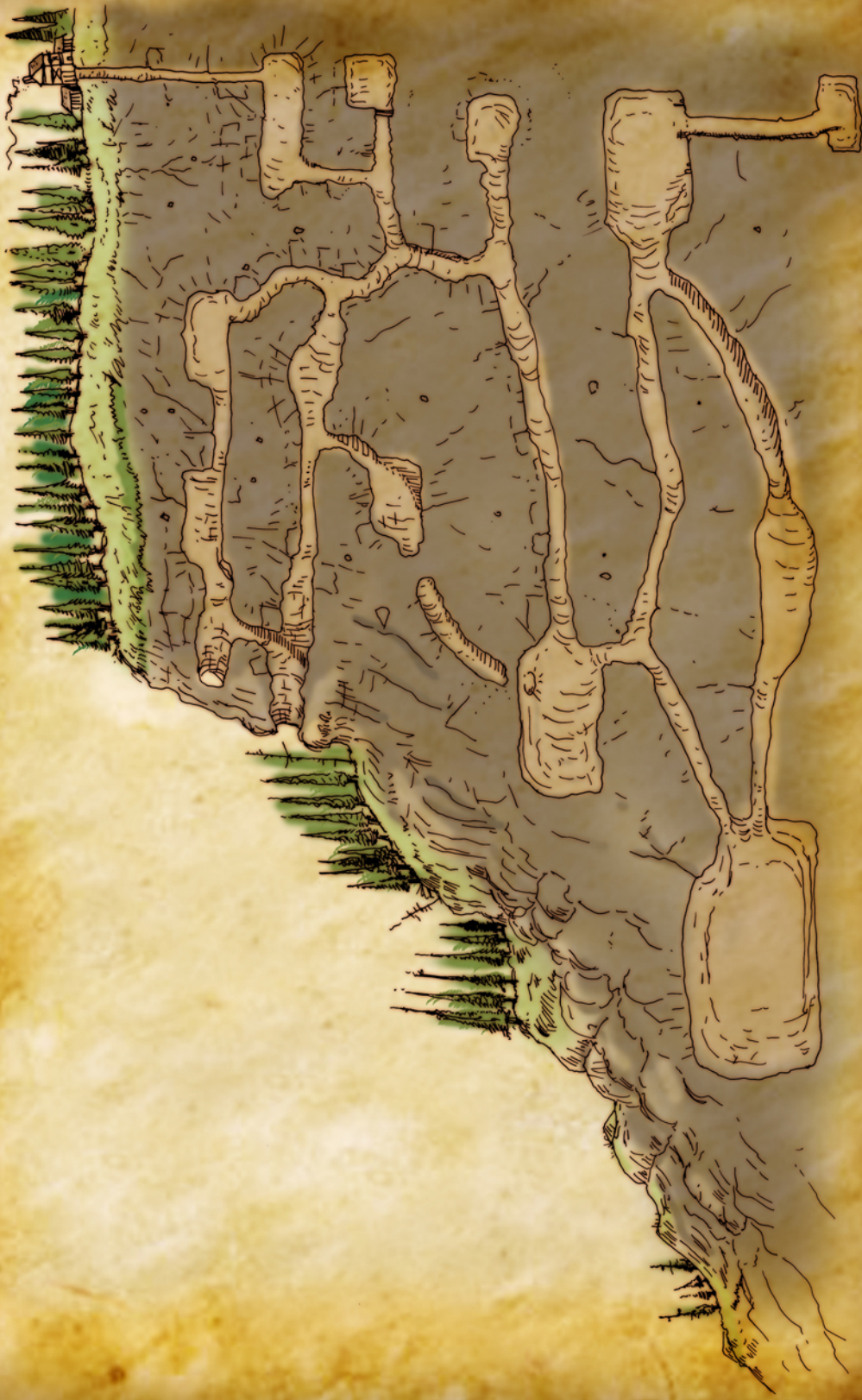
The "Great Arch" of the "Great Petrified Worm" forms a natural bridge over the deep waters of the Catherine River. The tunnels within the arch are the result of the petrification of the worm's digestive system. Very little modification was needed to create a wide and safe enough passage for the many travelers, traders and wagons that pass through this bridge.

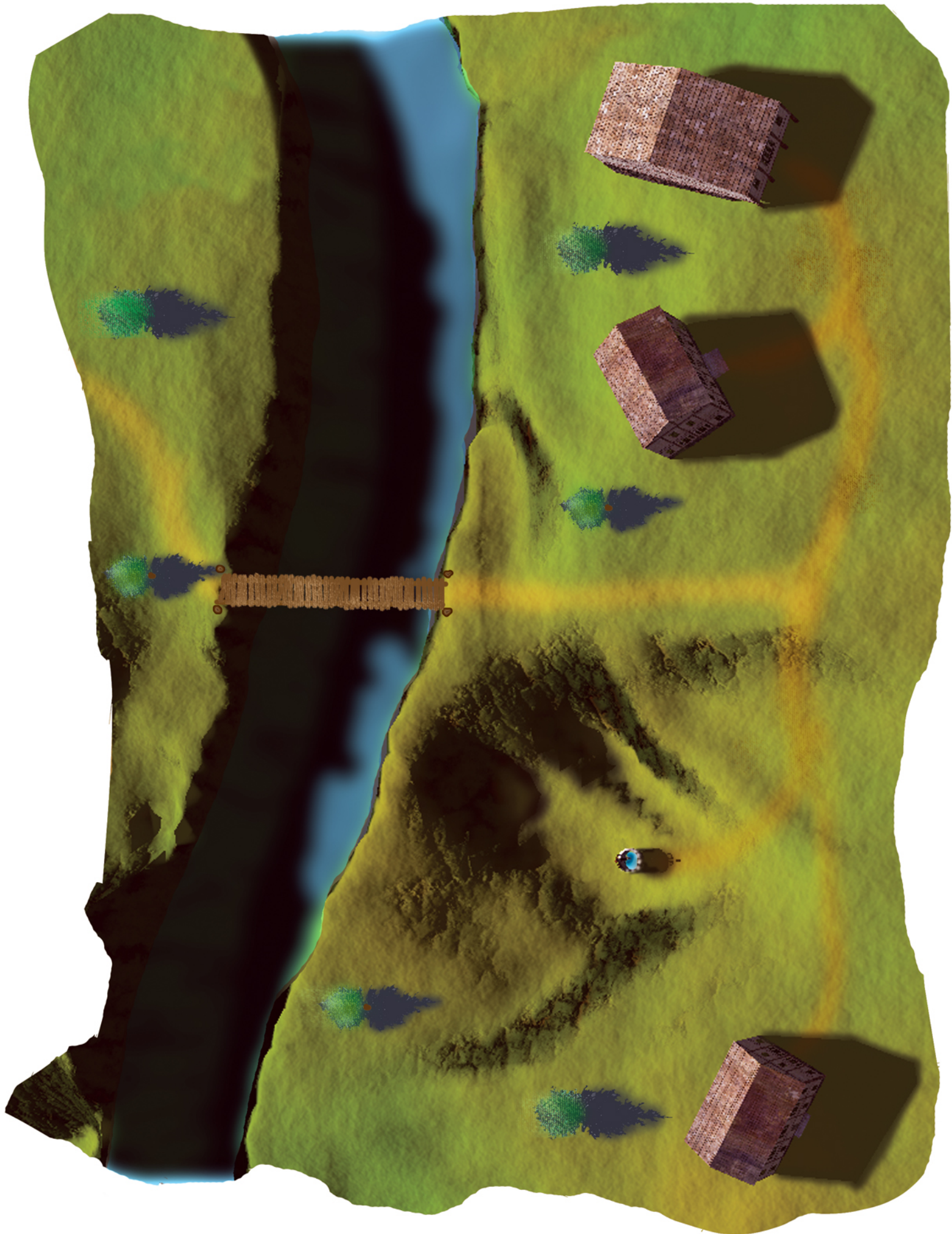


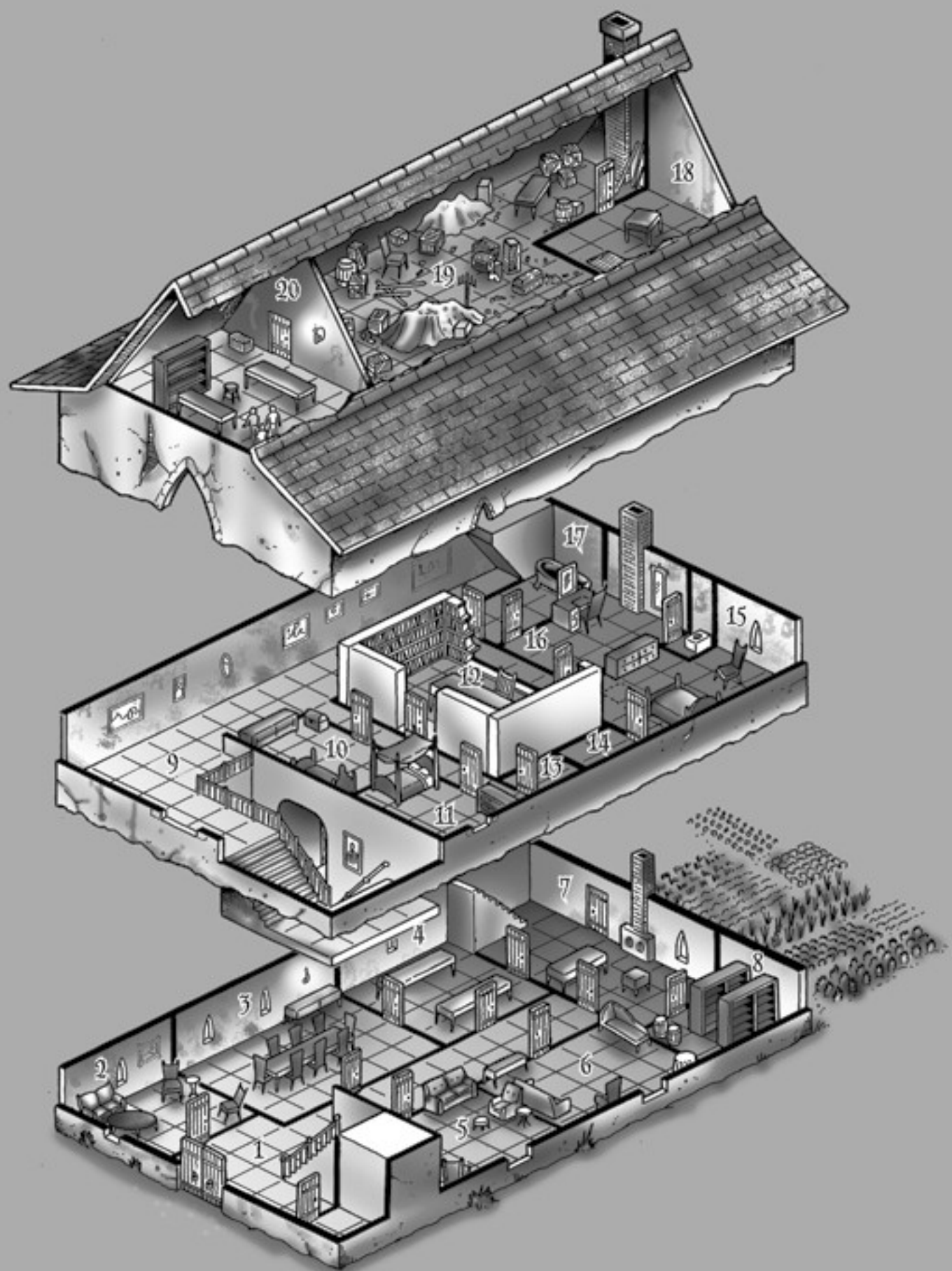
Map Created and Drawn By Todd Gamble, Cartographer.





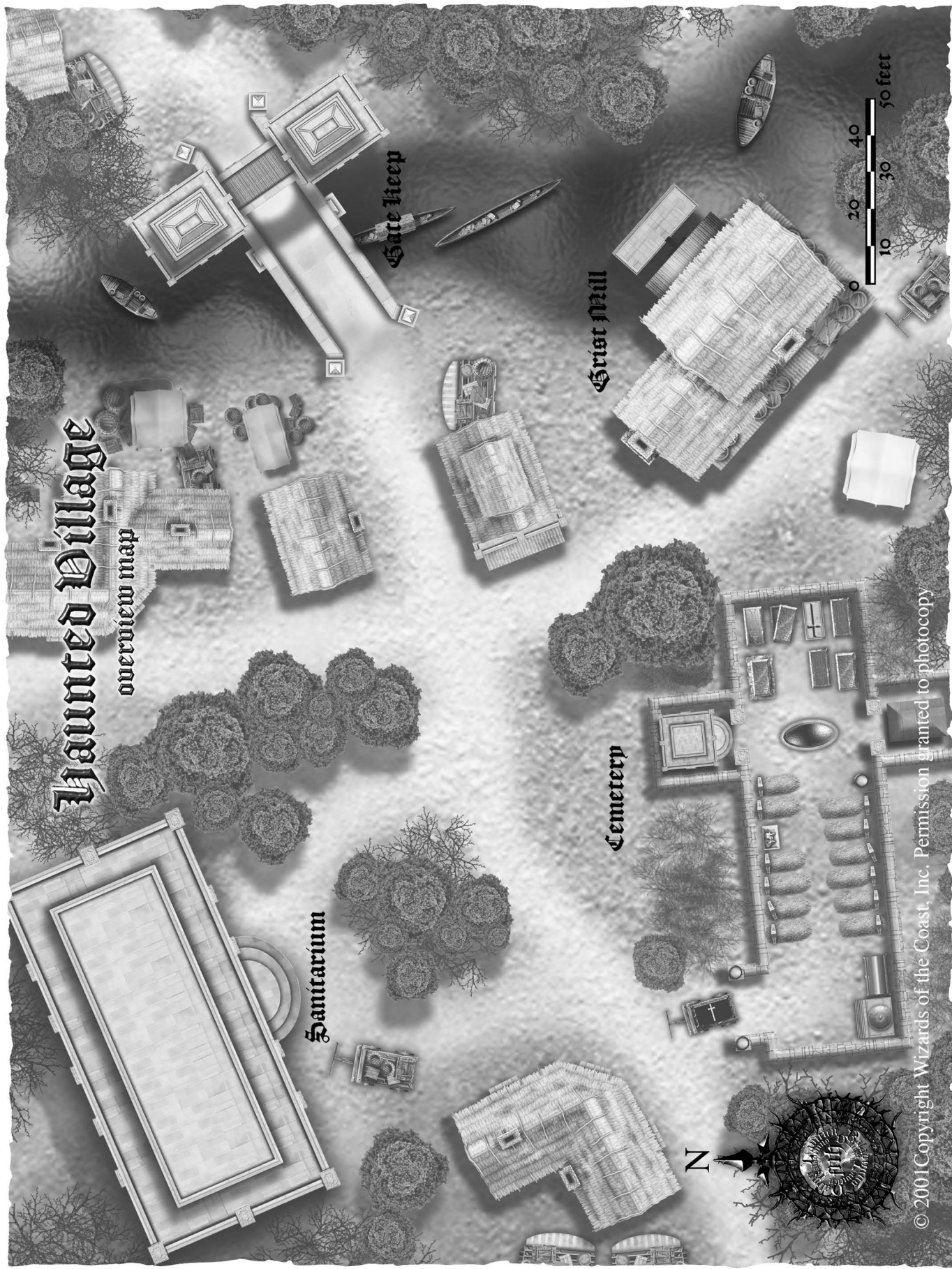




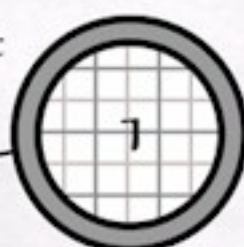


Haunted Village

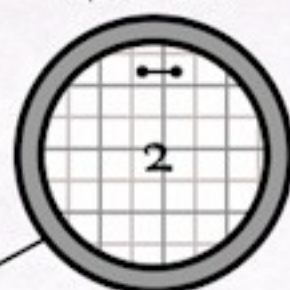
overview map



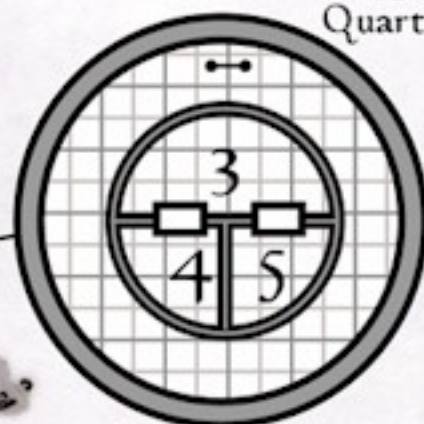
Upper
Lookout



Upper Quarters
Level Two



Upper
Quarters



Lookout
Post



Main
Level



Secondary
Quarters



Lookout
Post



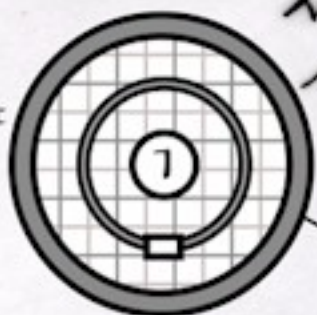
Main
Level



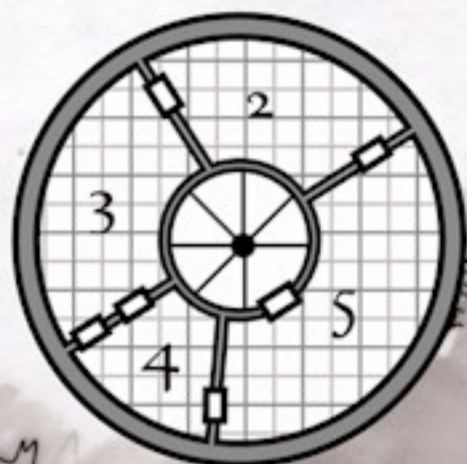
Upper
Quarters



Lookout
Loft



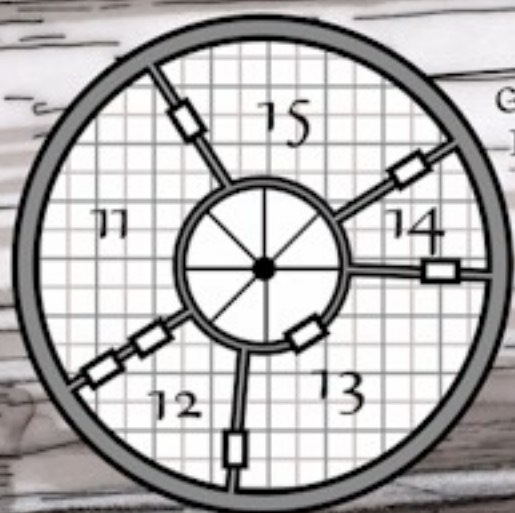
Second
Floor



First
Floor



Ground
Level



Legend

1. _____ 6. _____ 11. _____

2. _____ 7. _____ 12. _____

3. _____ 8. _____ 13. _____

4. _____ 9. _____ 14. _____

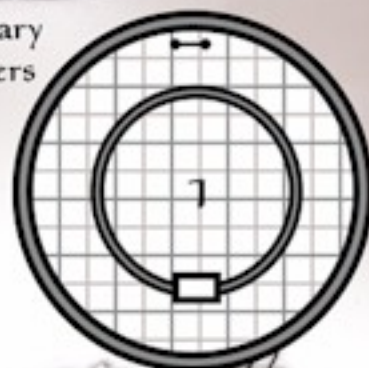
5. _____ 10. _____ 15. _____

One Square Equals:

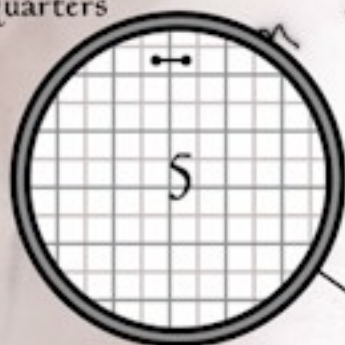
Upper Quarters
Level Two



Secondary
Quarters



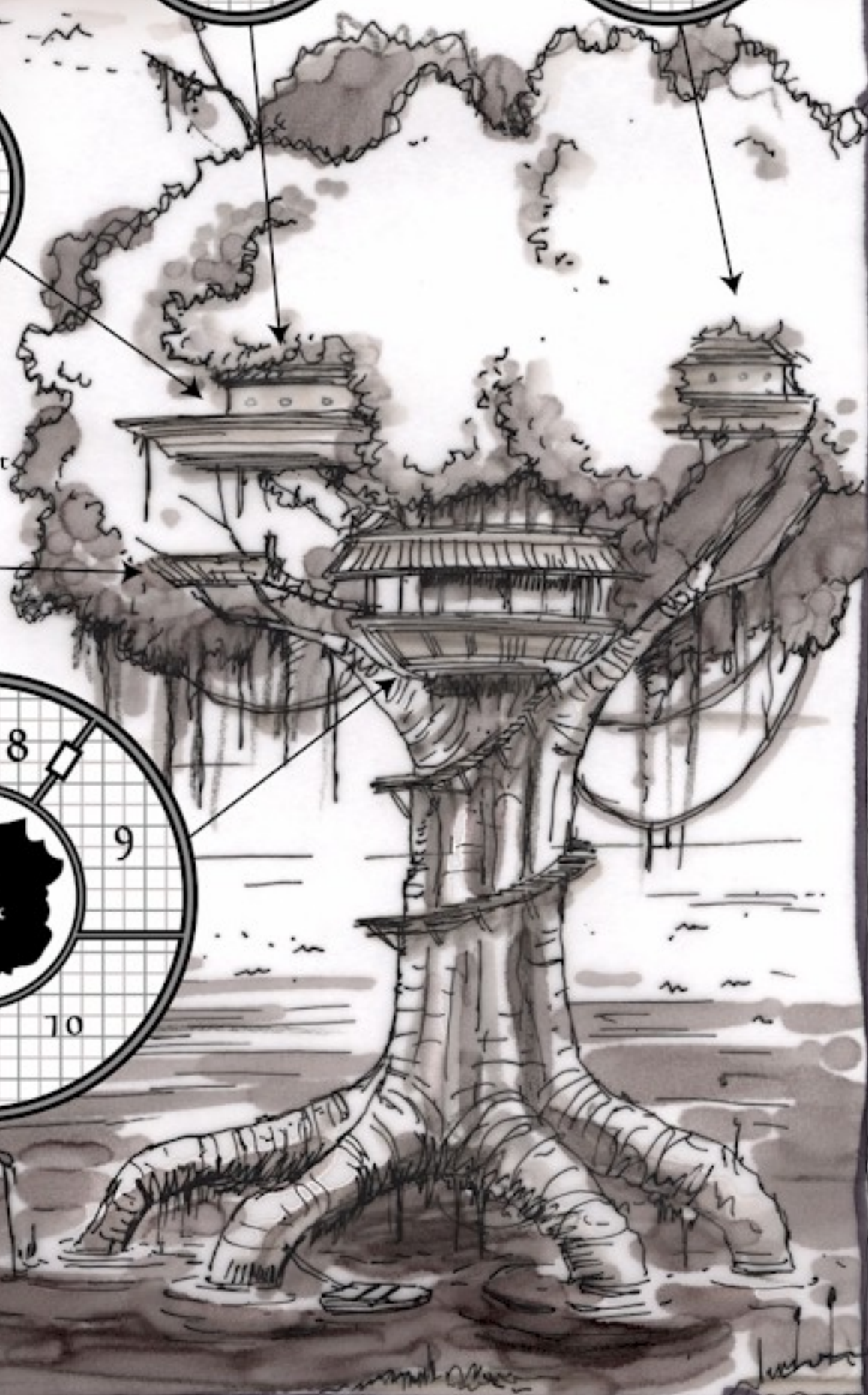
Upper
Quarters

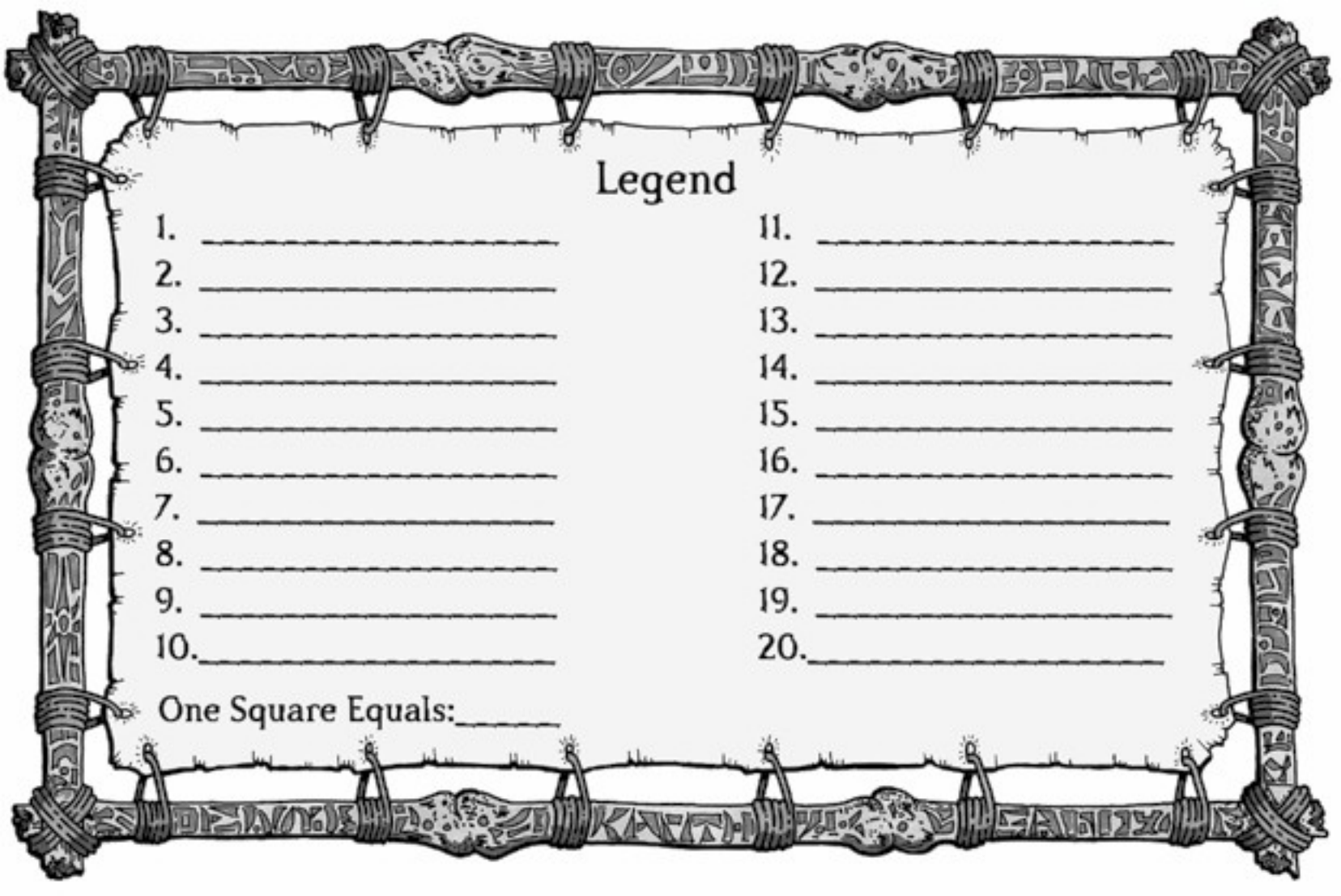


Lookout
Post



Main
Level



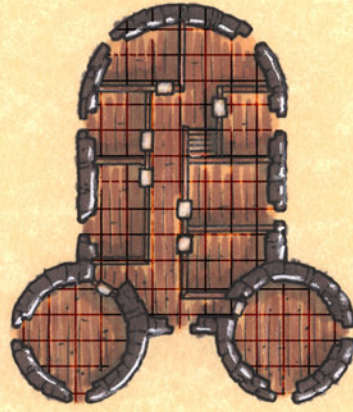
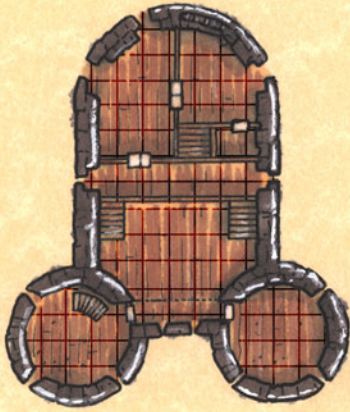


Legend

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

One Square Equals: _____



Tomb of Horrors

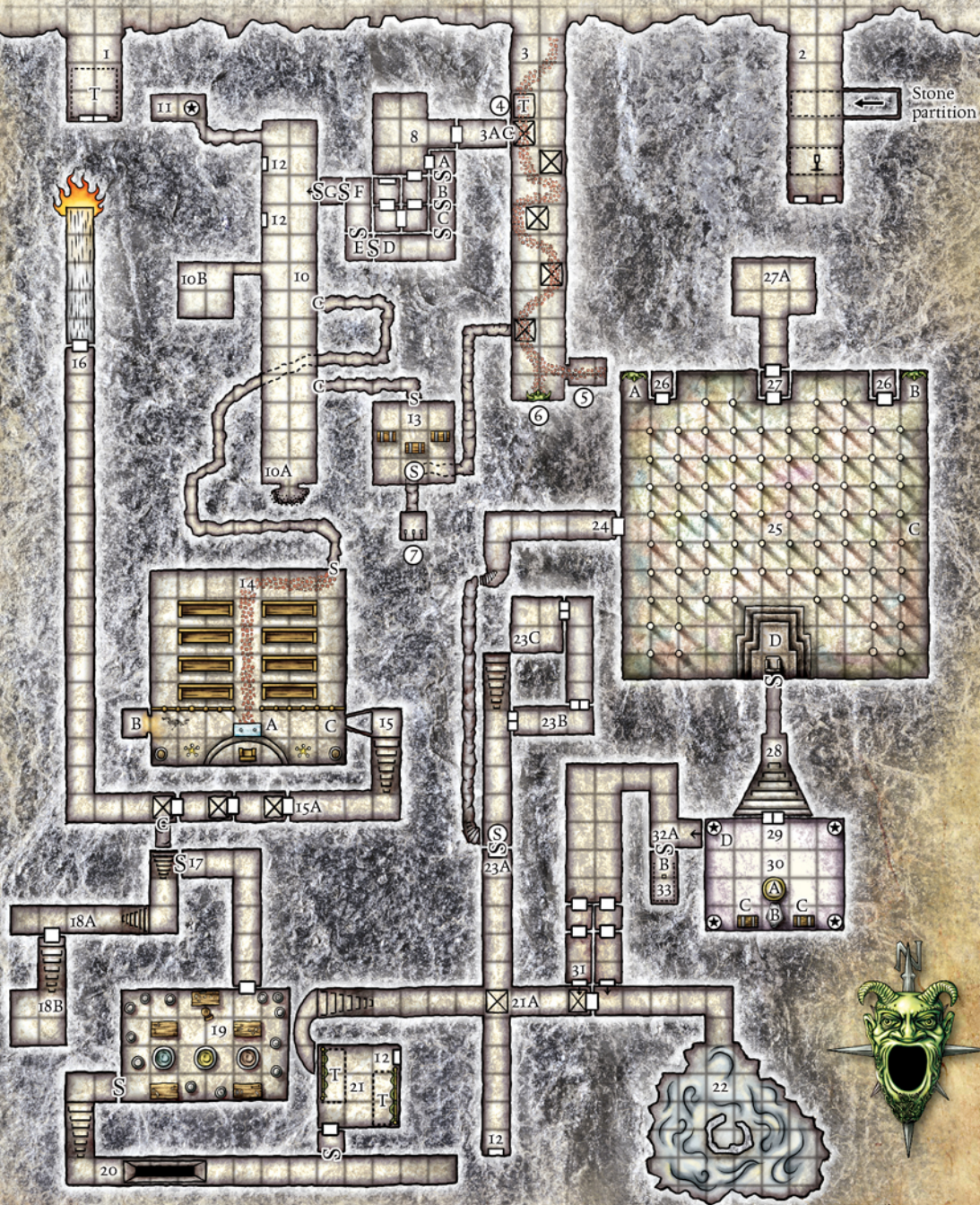
One square = 10 feet

	Stairs
	Door
	Double doors
	One-way door
	False door
	False double doors
	Secret door
	One-way secret door

	Secret trap door
	Concealed door
	Fresco/relief
	Sub-passage
	Covered pit
	Pit trap
	Pit
	Archway

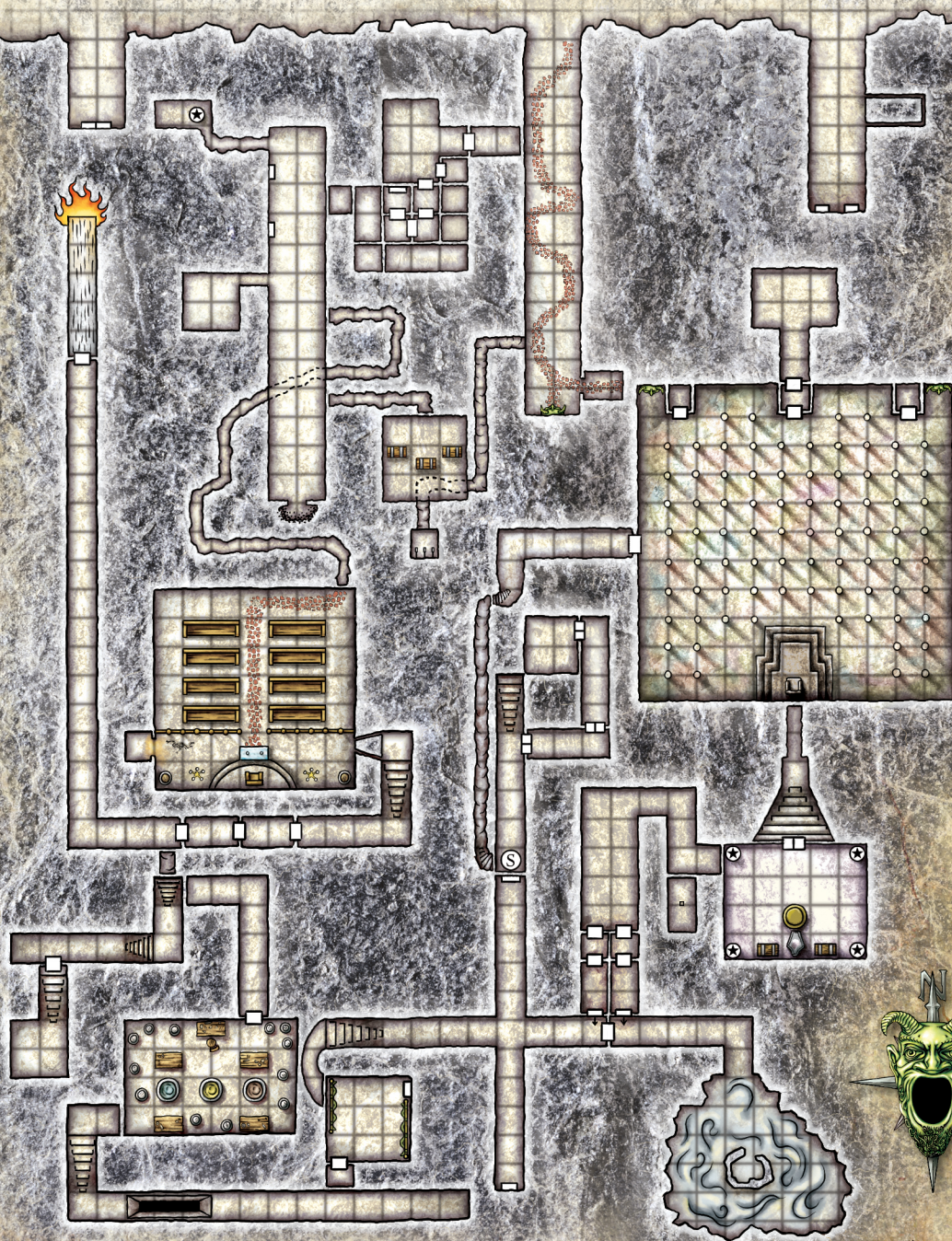
	Chest
	Candelabra
	Pew
	Railing
	Alter
	Chair, Throne
	Vat
	Urn

	Slick-glazed floor
	Table/desk
	Curtain
	Mosaic path
	Mist
	Trigger
	Pillar
	Statue

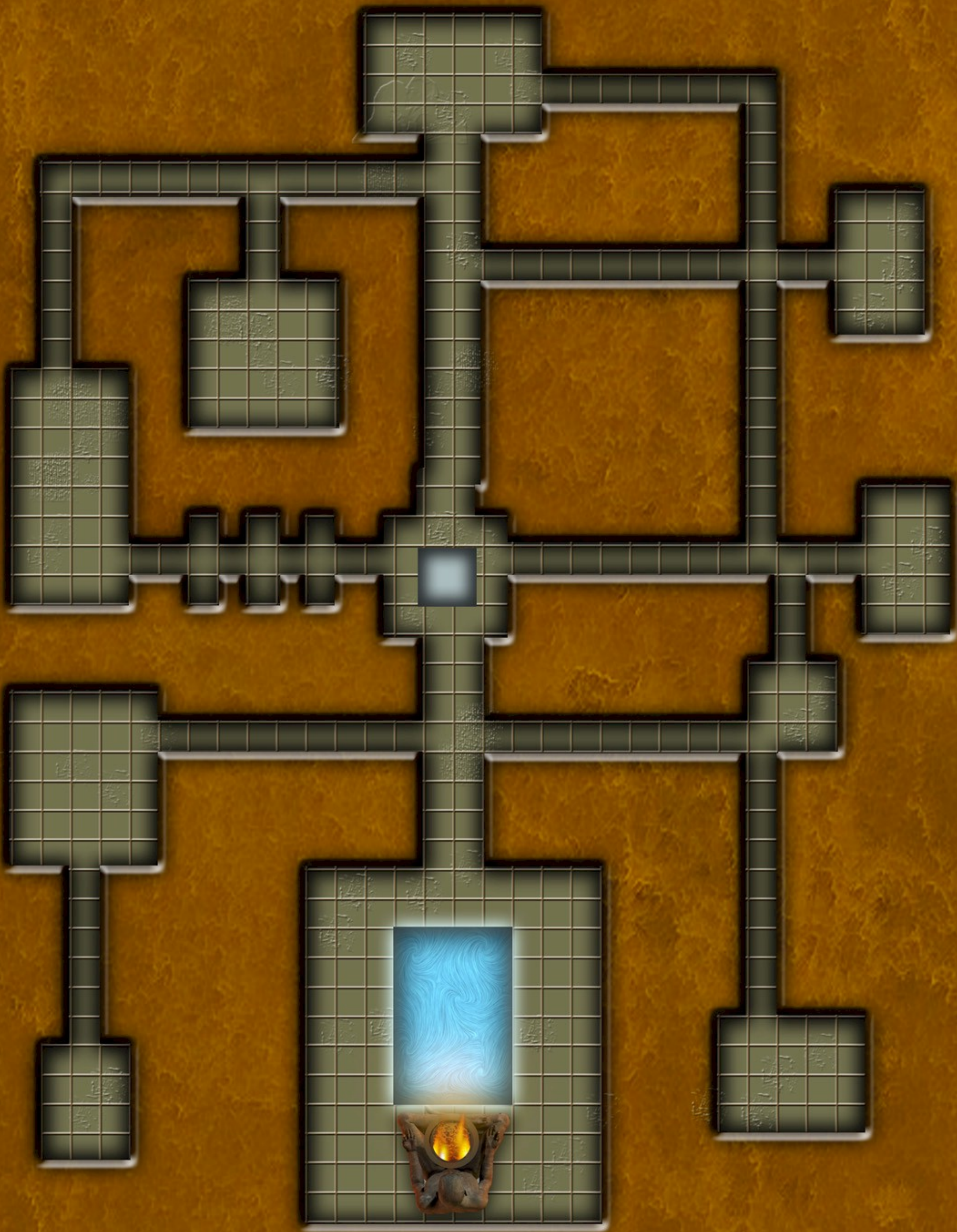


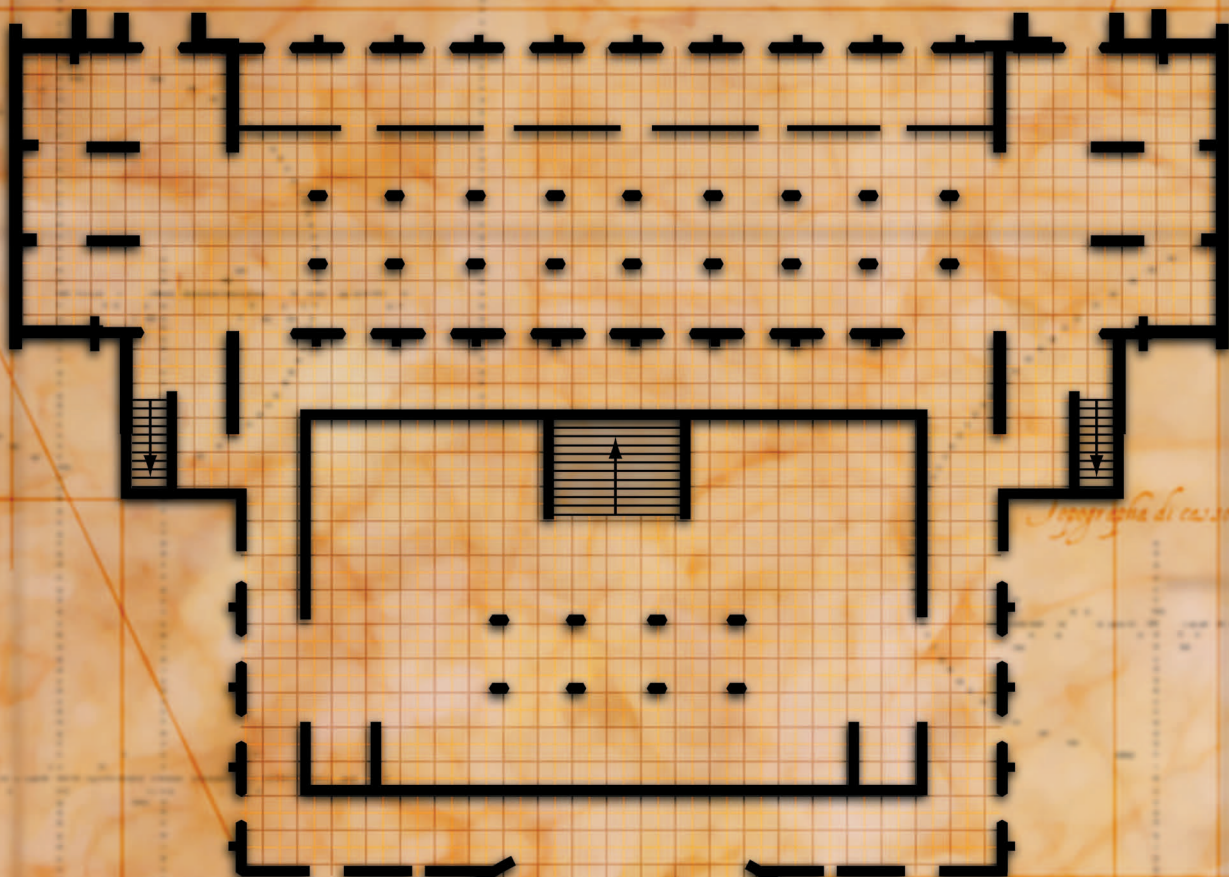
Tomb of Horrors

One square = 10 feet







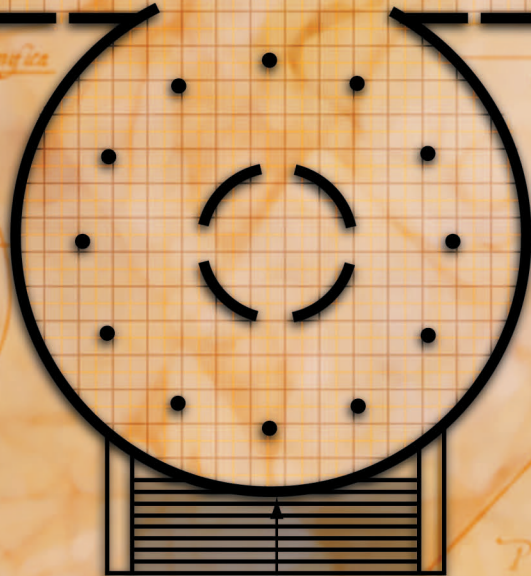


Prospettiva di casato

Trofeo sia magnifica

Dimostrazione del muro di periferia

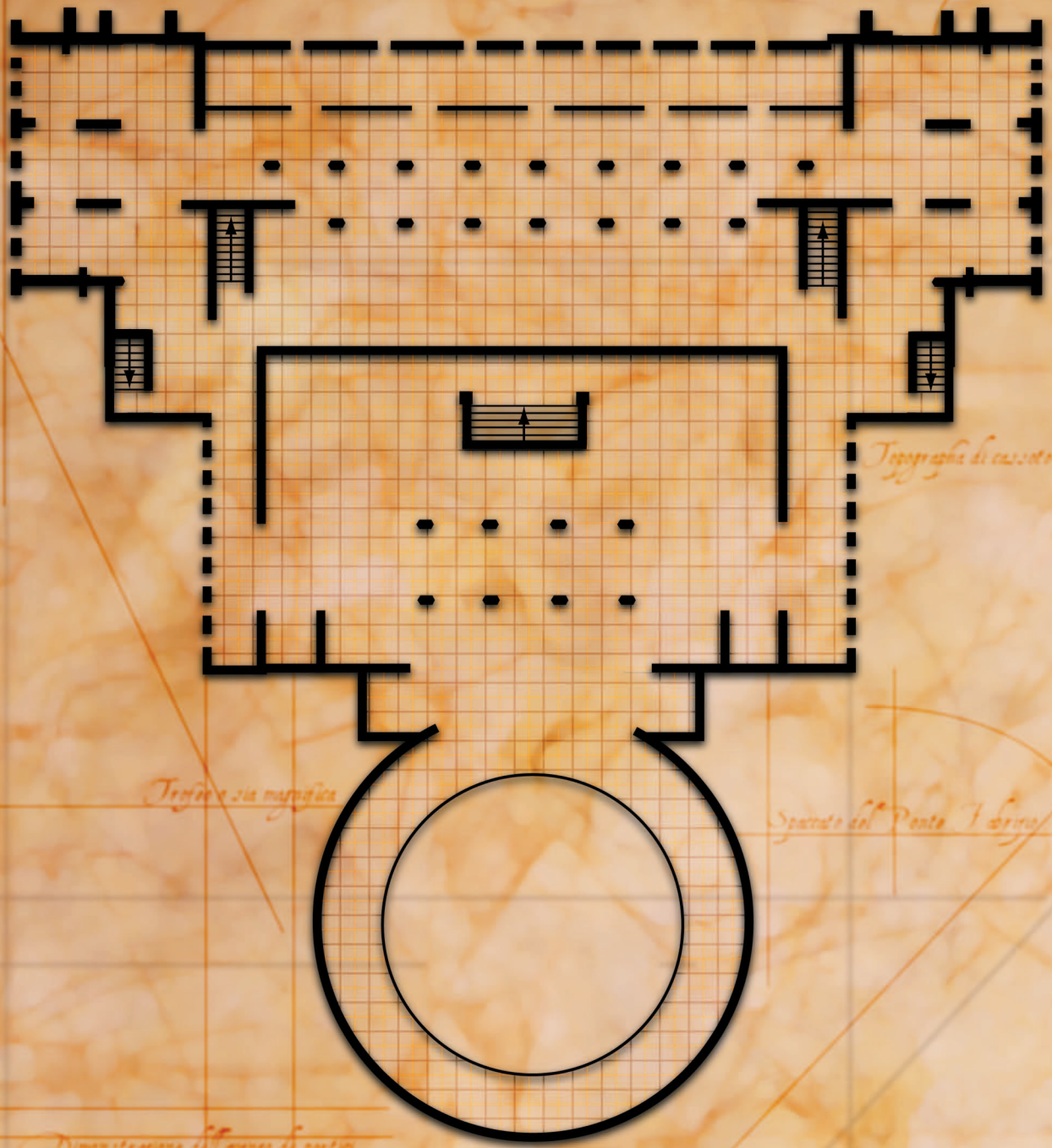
Spazio del Ponte Fabbro



Decorazione ornamentale

Punta di Cavour del Ponte

Le Antiche Romane I V



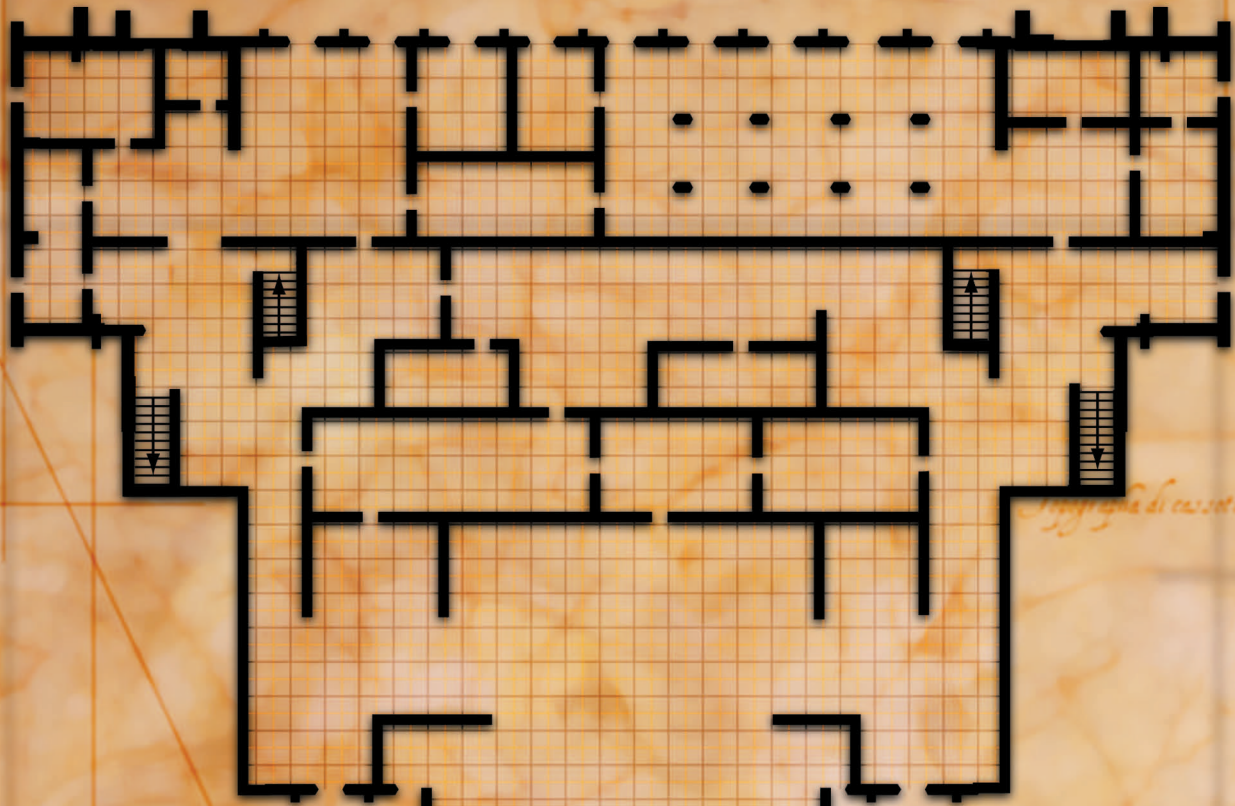
Topografia di carzoto

Trofeo via maggica

Spazio del Ponte F. L. G. G.

Dimostrazione dell'arrivo di portici

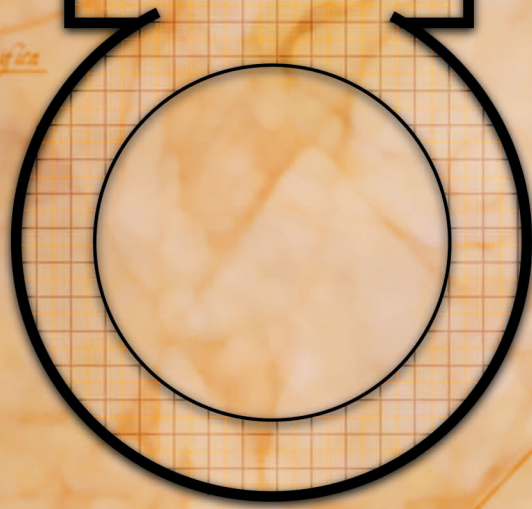
Occhio ornamentale



Progettazione di casa romana

Trofeo sia magnifica

Spaccato del Ponte Tiberio

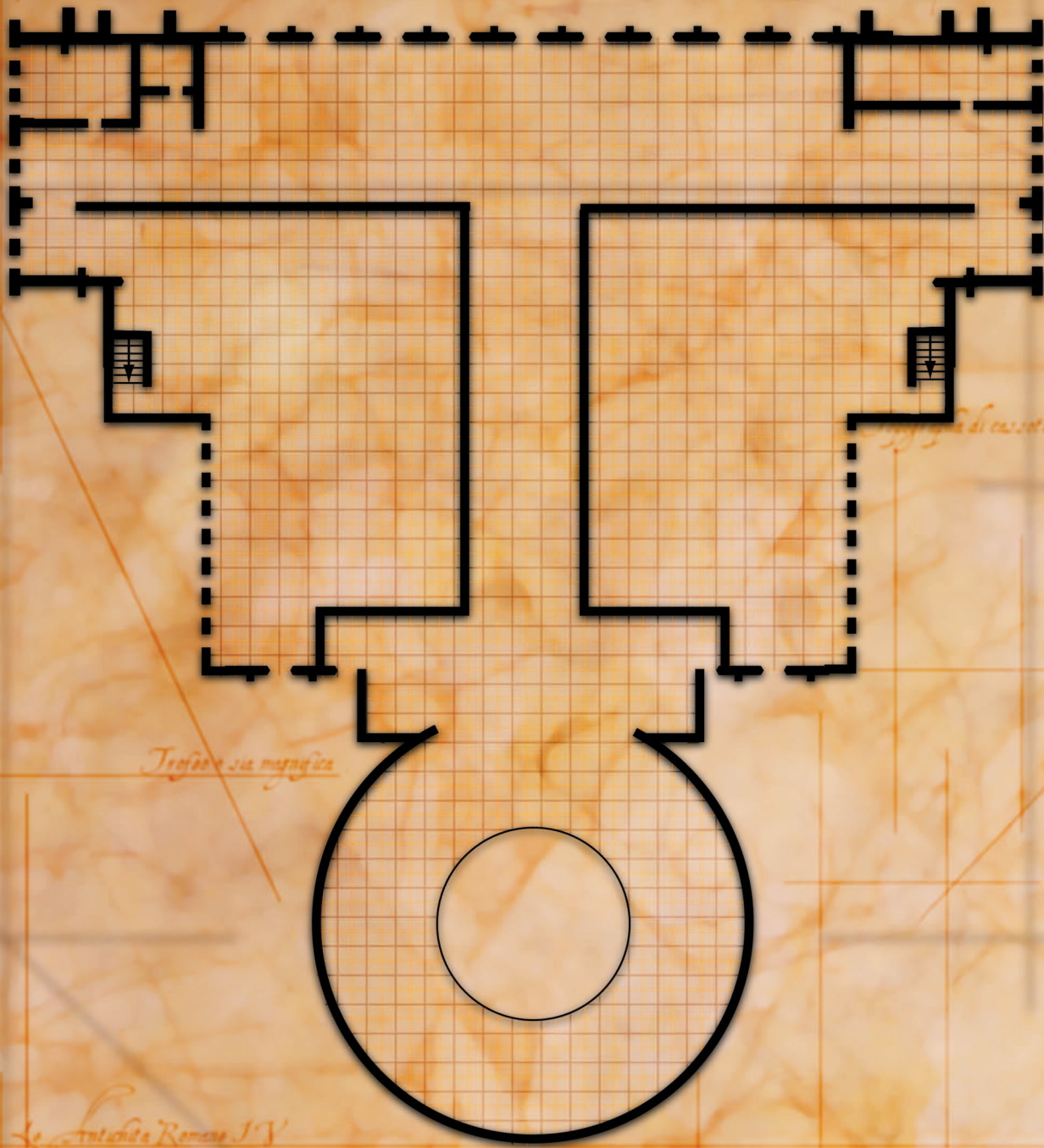


Capella ornamento

Dimostrazione dell'uso di portici

Le Antiche Romane I V

141



Trojan via magica

Orgoglio di casotto

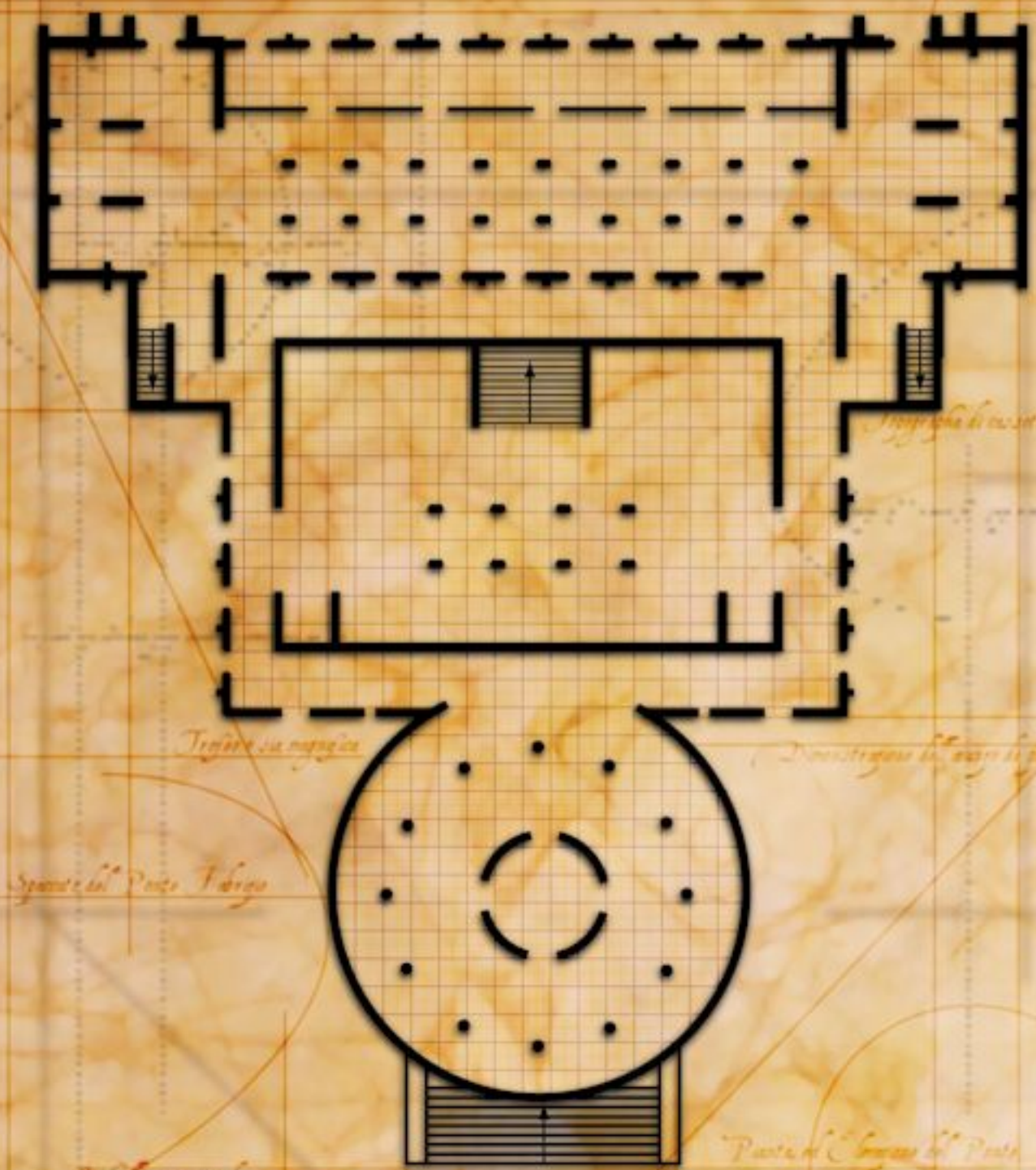
Le Antiche Romane I V

Occhio orientale

Spazio del Ponte I d'acqua

141





Tringheria di curato

Tringheria di curato

Tringheria di curato

Spazio del Ponte Forno

Spazio del Ponte Forno

Spazio del Ponte Forno

Spazio del Ponte Forno

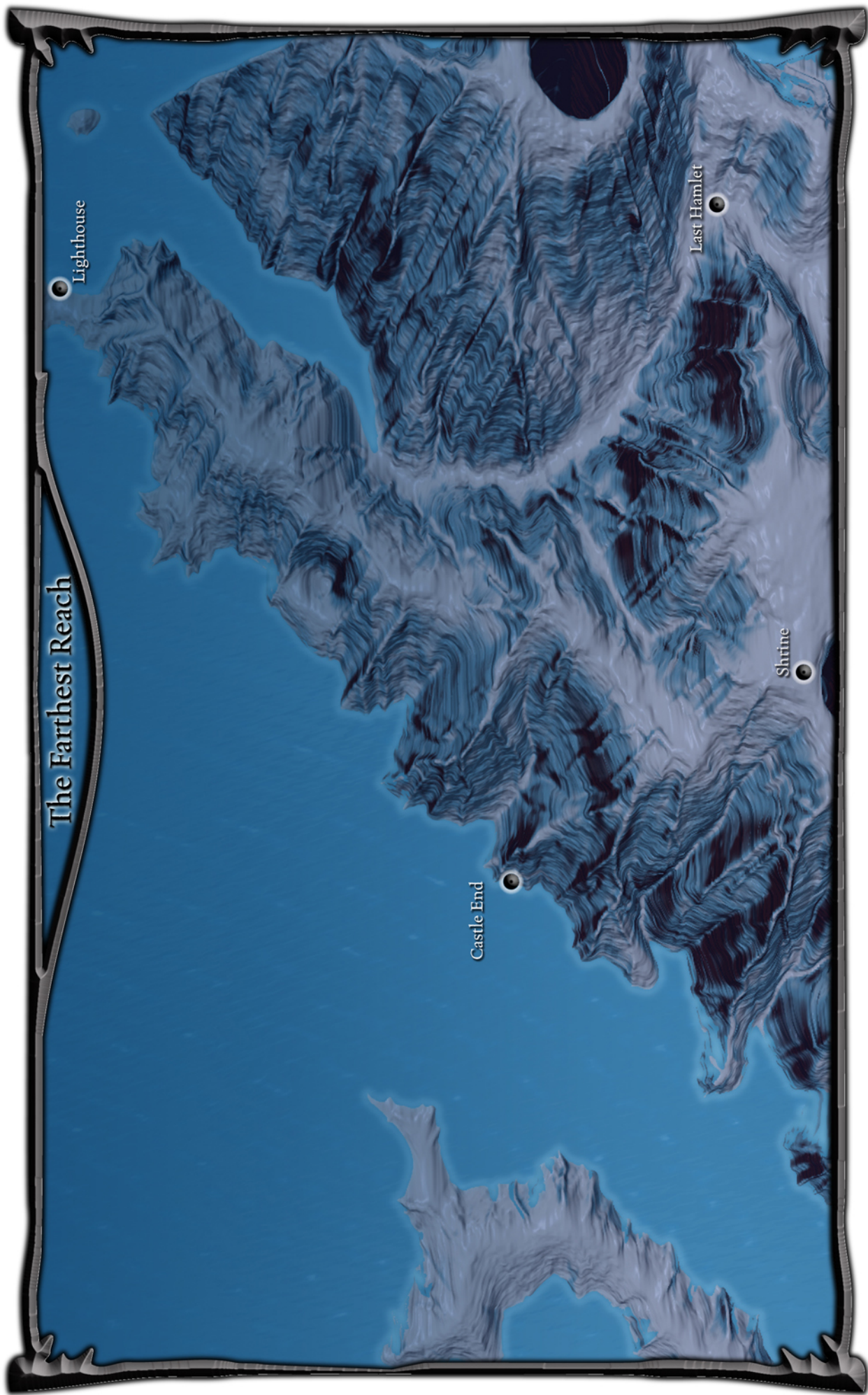
The Farthest Reach

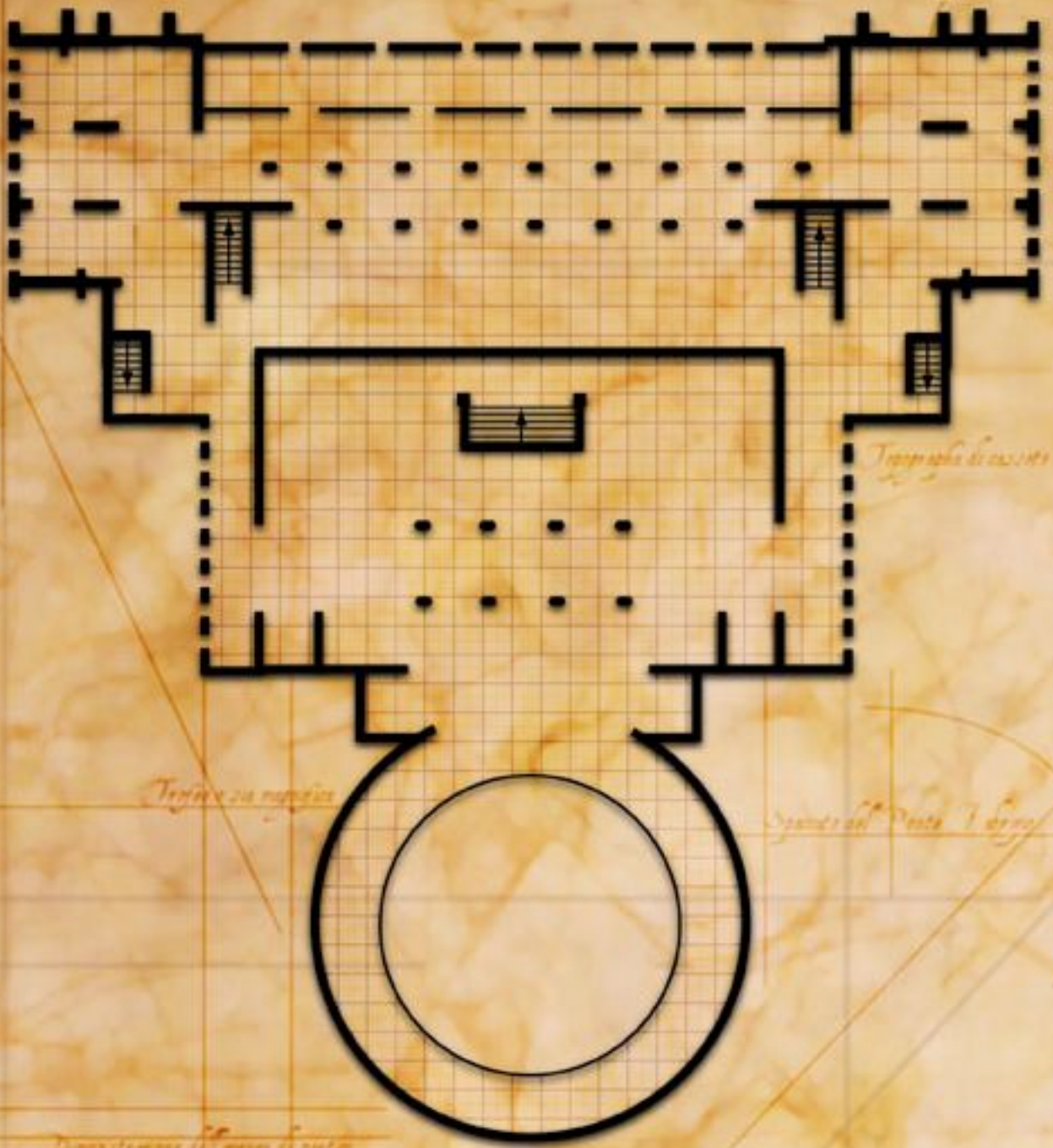
Lighthouse

Last Hamlet

Shrine

Castle End





Topografia di casa 101

Terrace da giardino

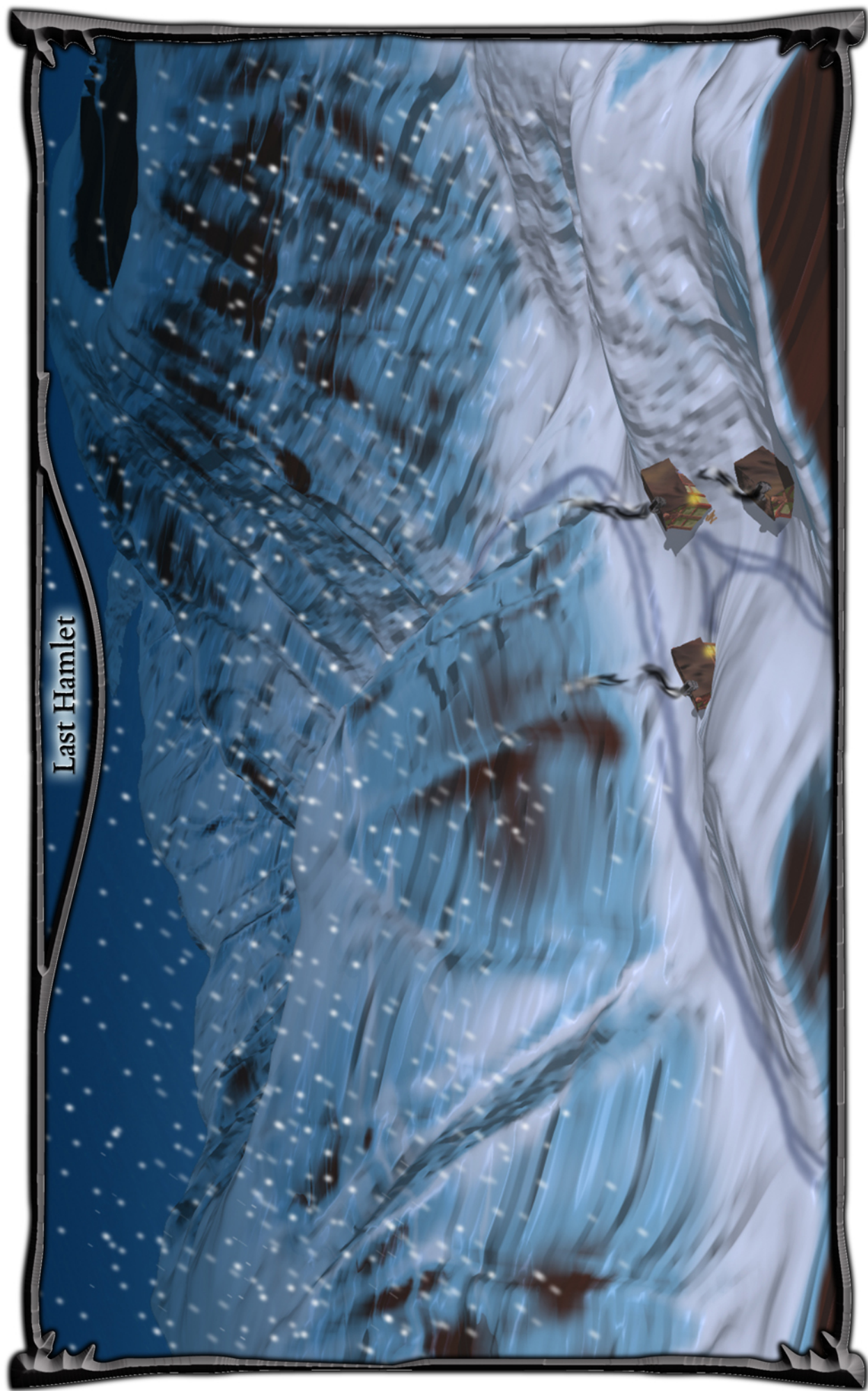
Spazio del Ponte 7. 10. 11

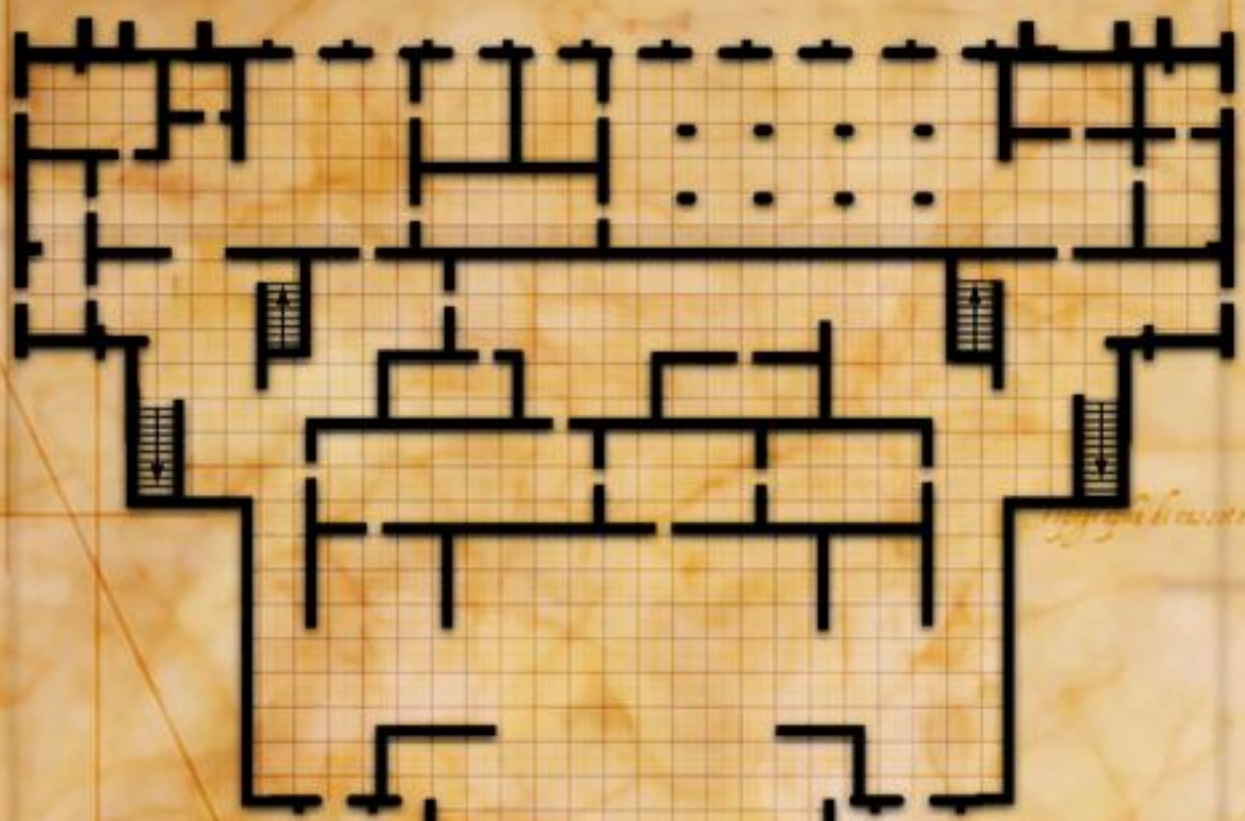
Dimostrazione di lavoro di pittura

Parziale in natura



Last Hamlet





Prospetto di casa

Trasferimento di casa

Spazio del Ponte T. d'oro

Prospetto di casa

Prospetto di casa di casa

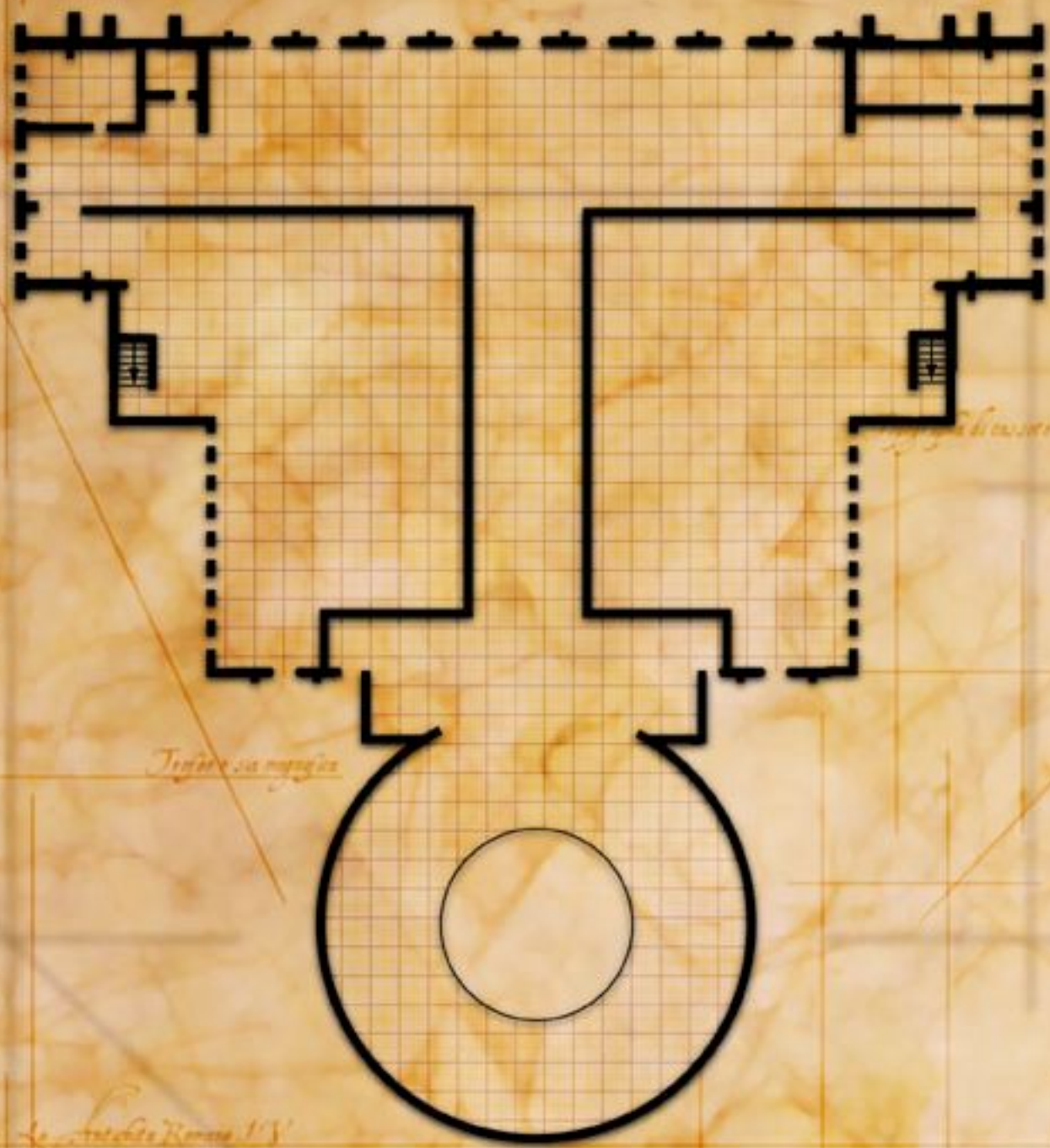
Le. Spazio di casa T. d'oro



Castle End



VIII



Tenere la pagina

La Antichità Romana 1° V

Particolare orientale

Spazio di Ponte d'Alto

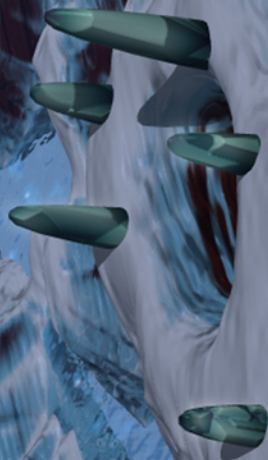
VIII





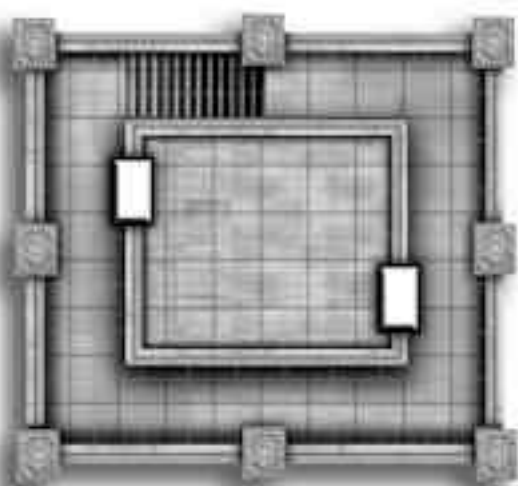
Lighthouse

The Shrine



Gate Keep

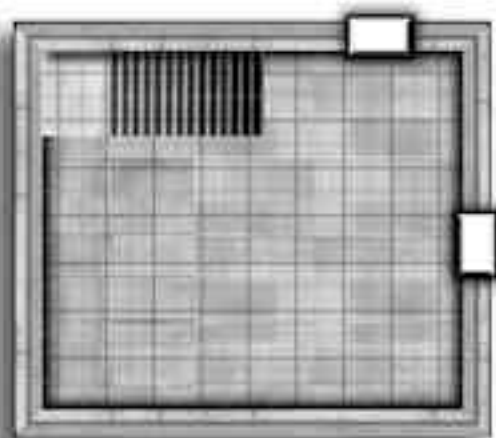
One Square Equals 5 Feet



Level 3



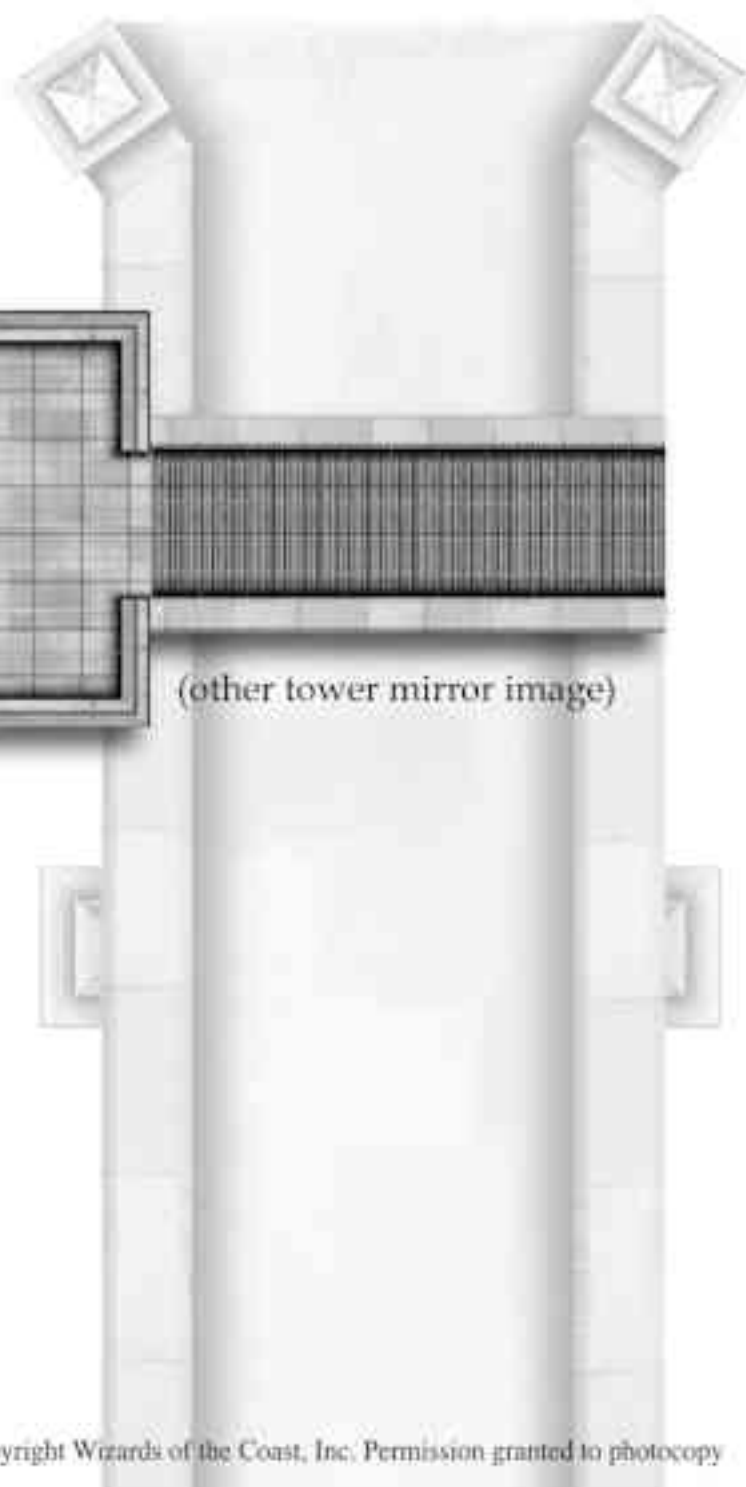
Level 2



Level 1



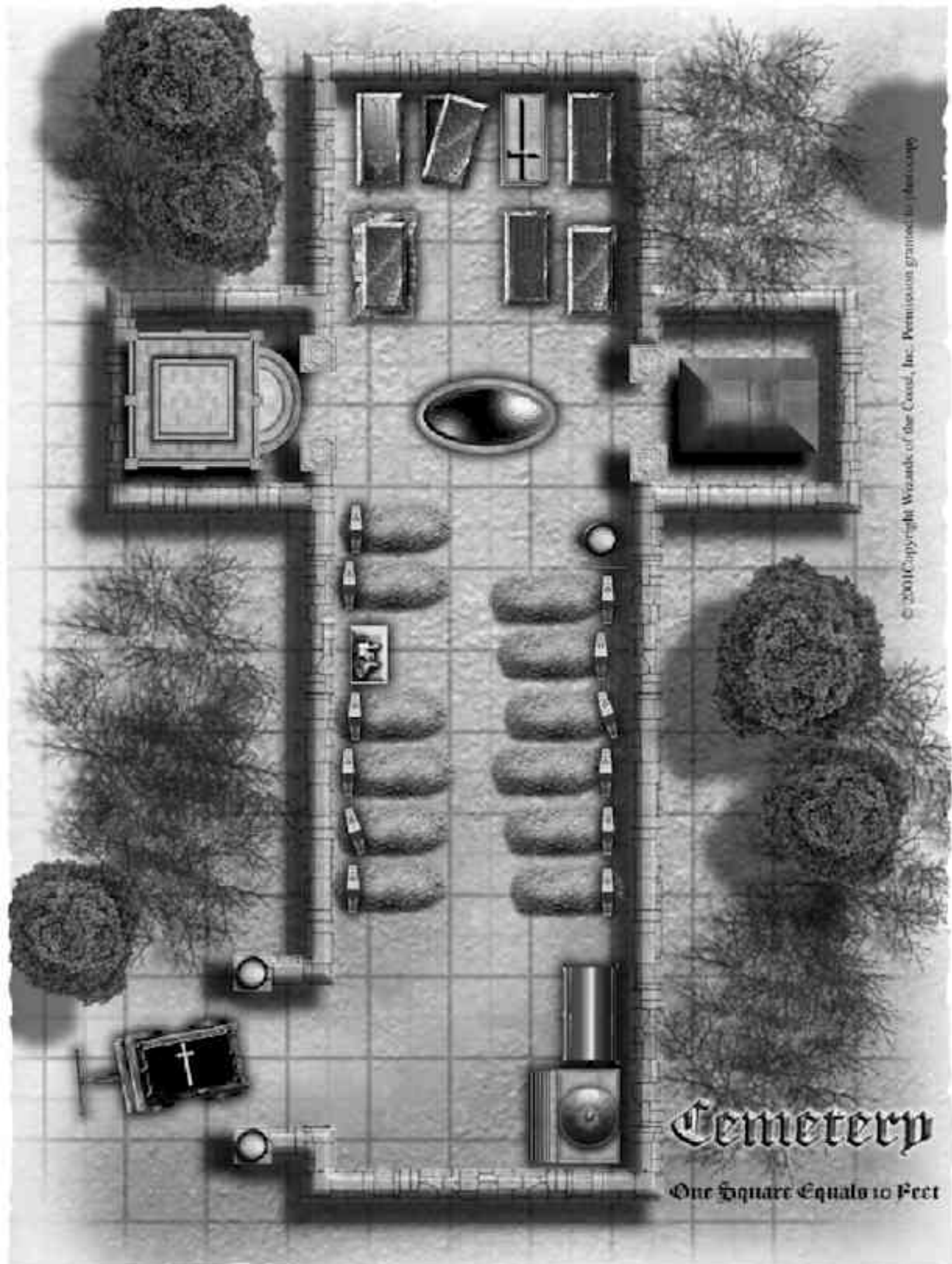
Overview Map



(other tower mirror image)

Cemetery

One Square Equals 10 Feet

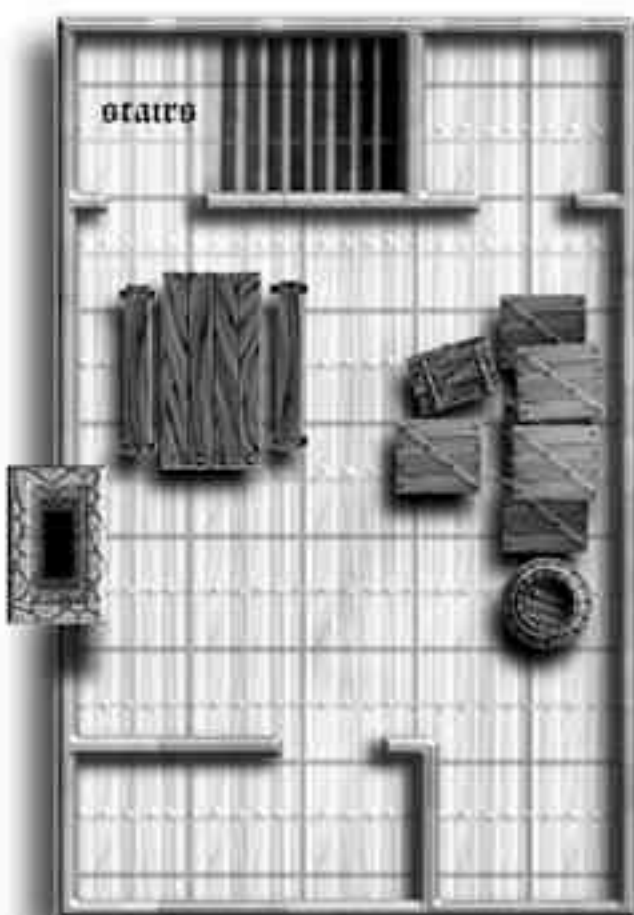




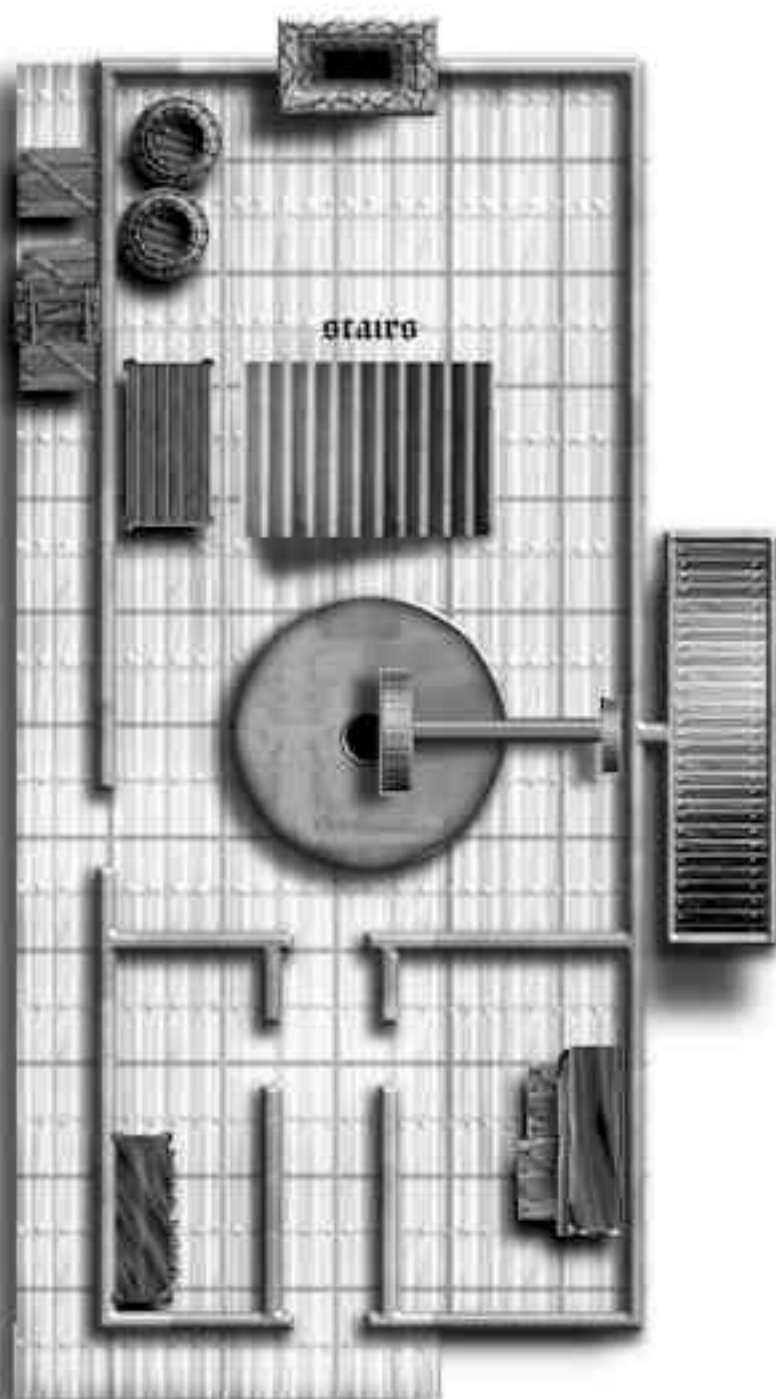
Overview Map

Haunted Grist Mill

One Square Equals 5 Feet



Level Two



Level One

Haunted Village

overview map

Sanctuary

Gate Keep

Grist Mill

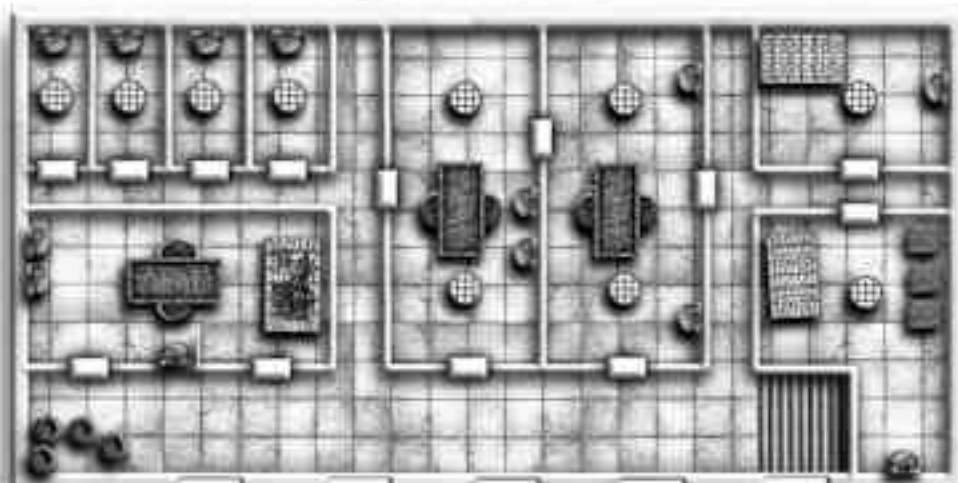
Cemetery

N

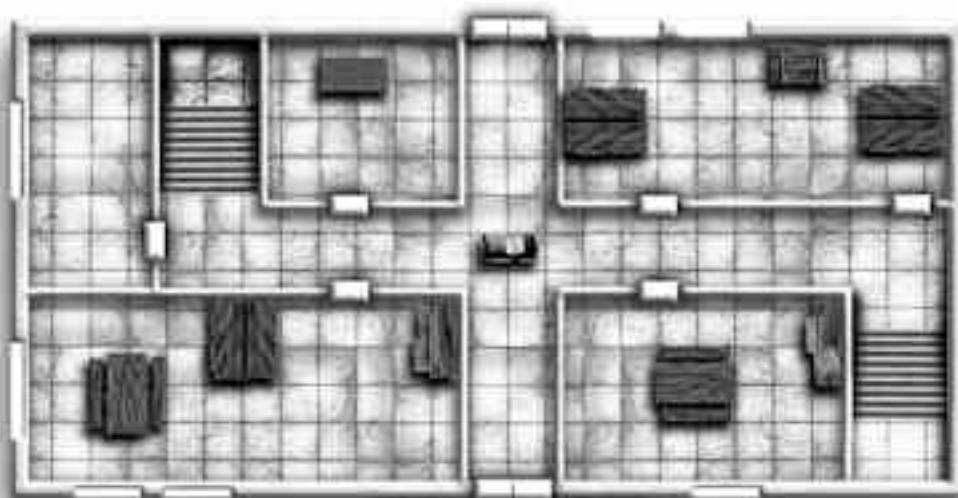
0 10 20 30 40 50 feet

Sanitarium

One Square Equals 5 Feet



level two

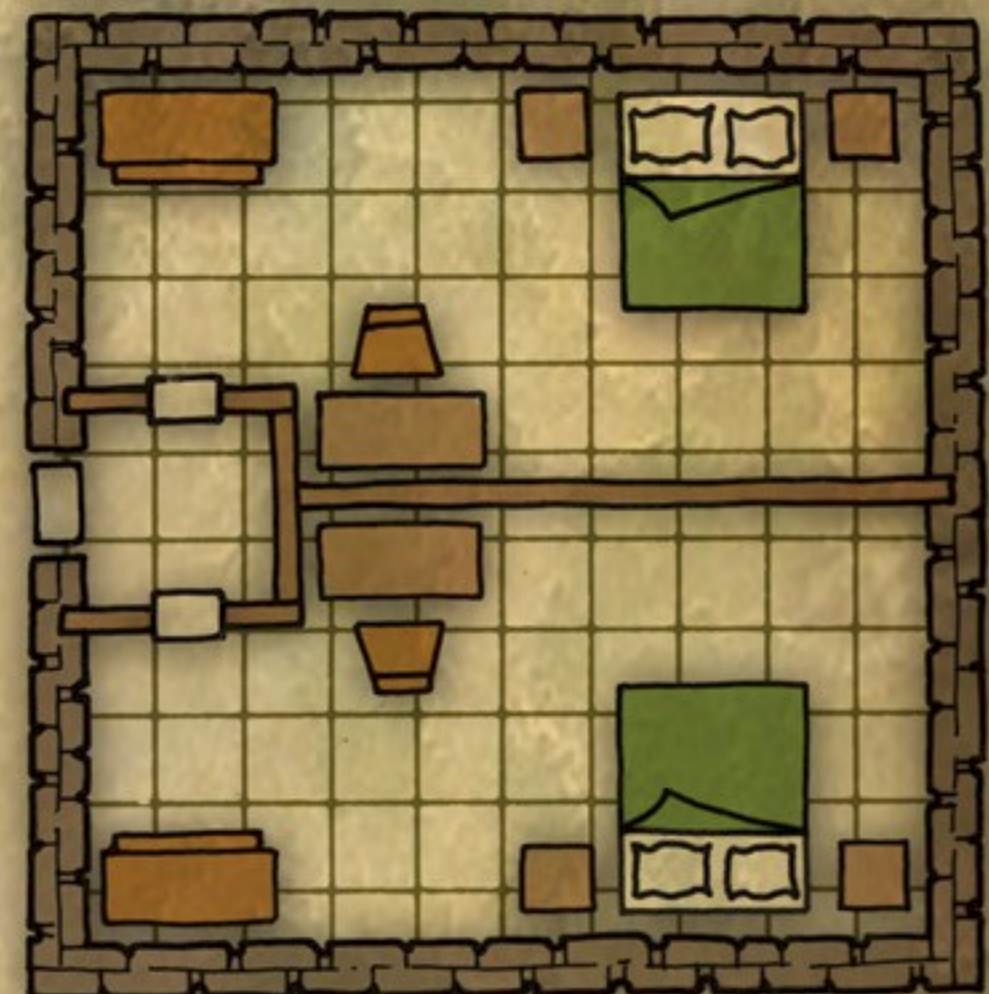
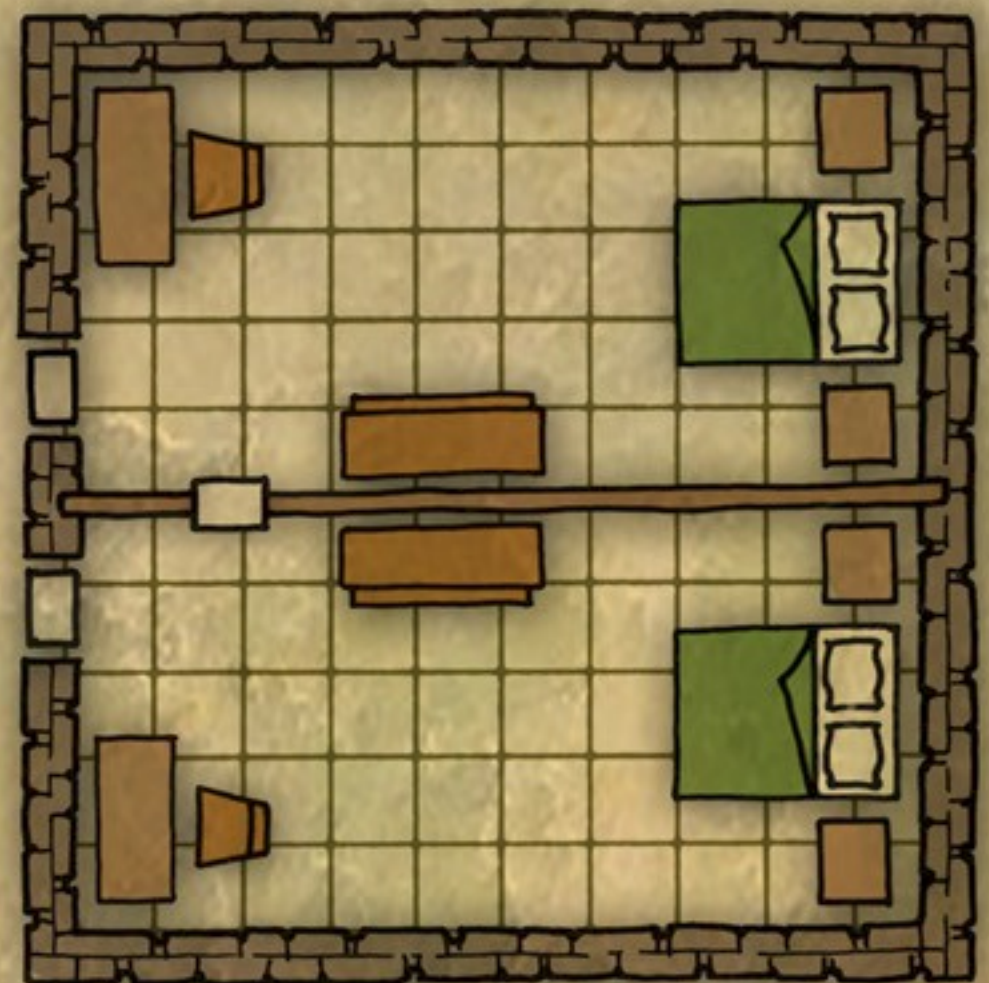
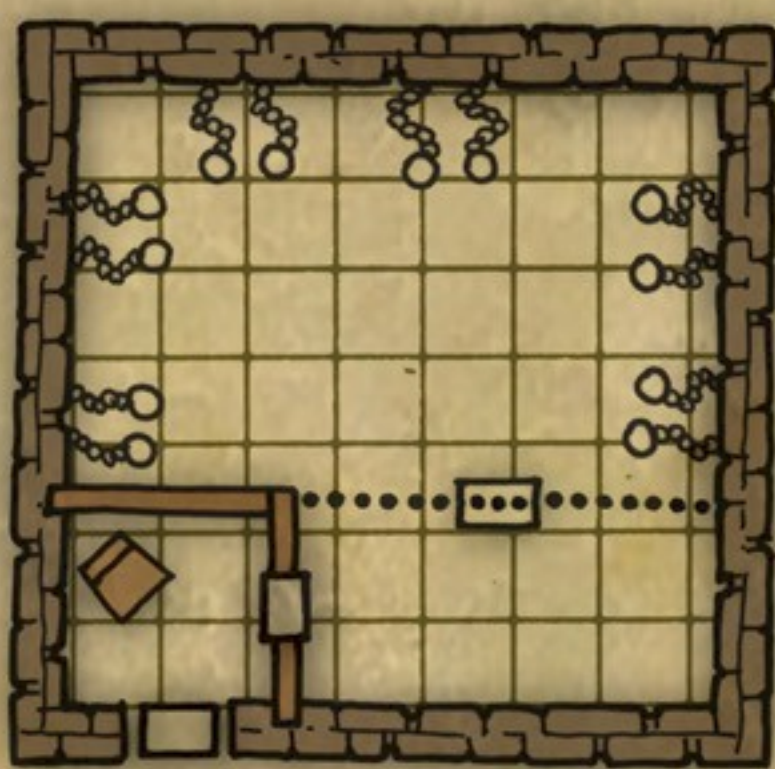
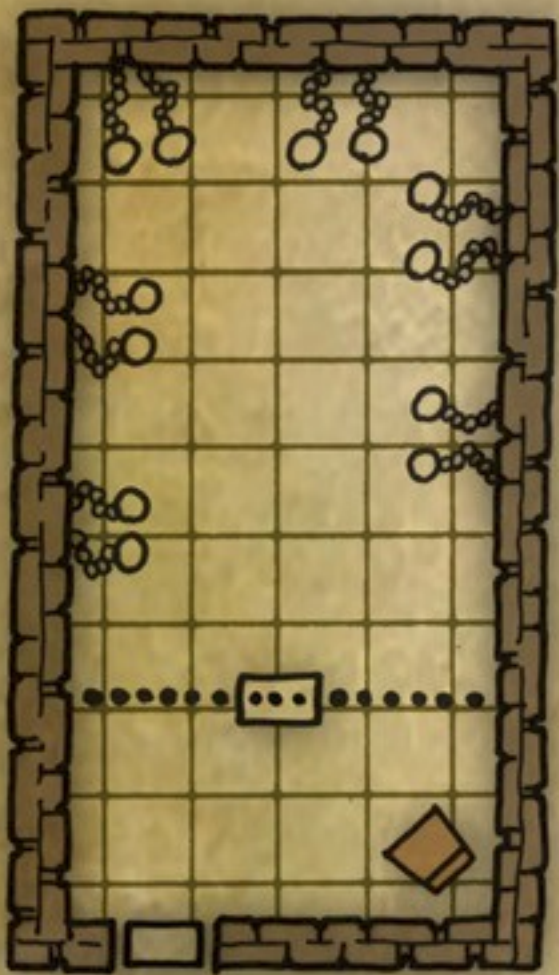
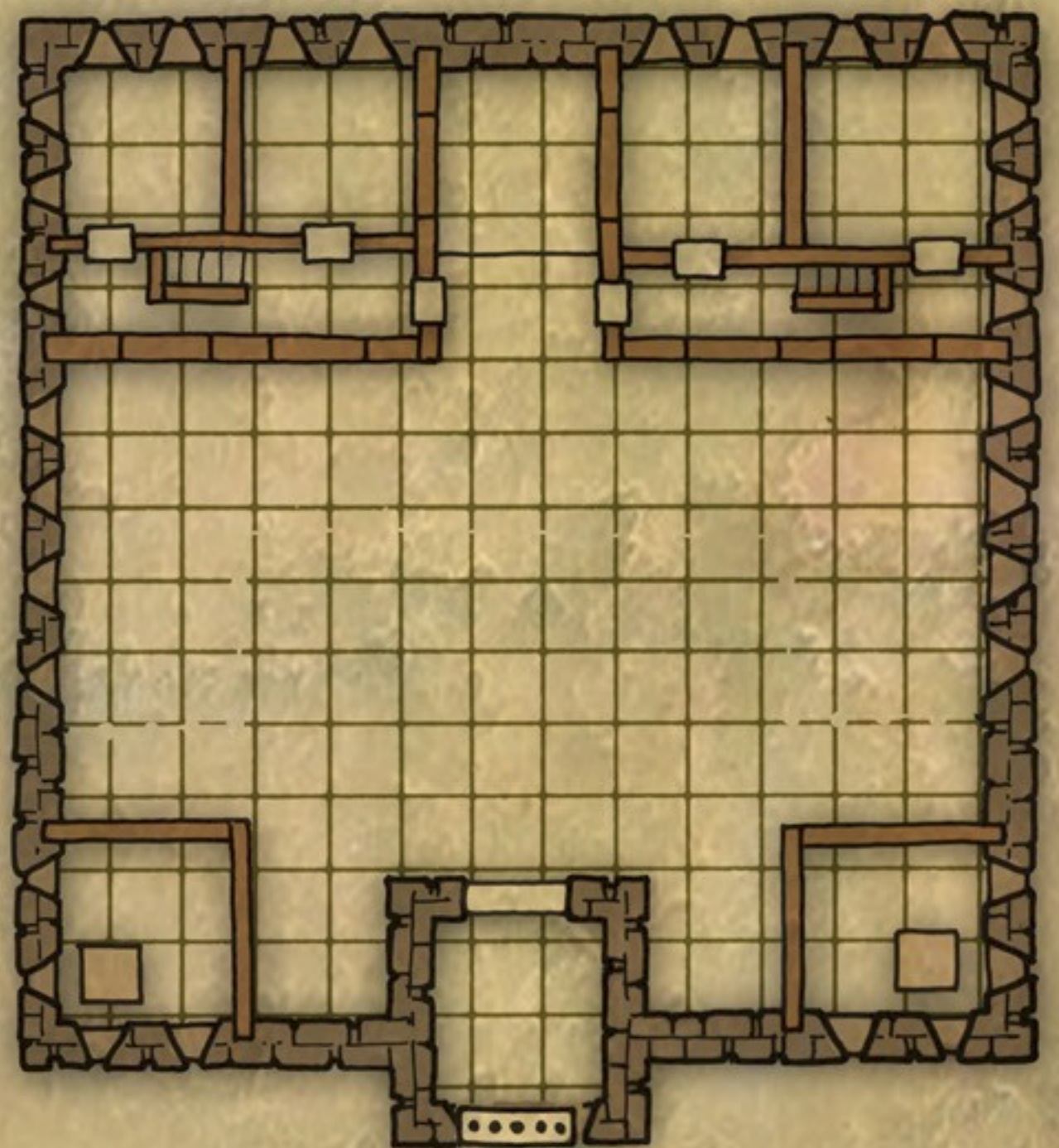
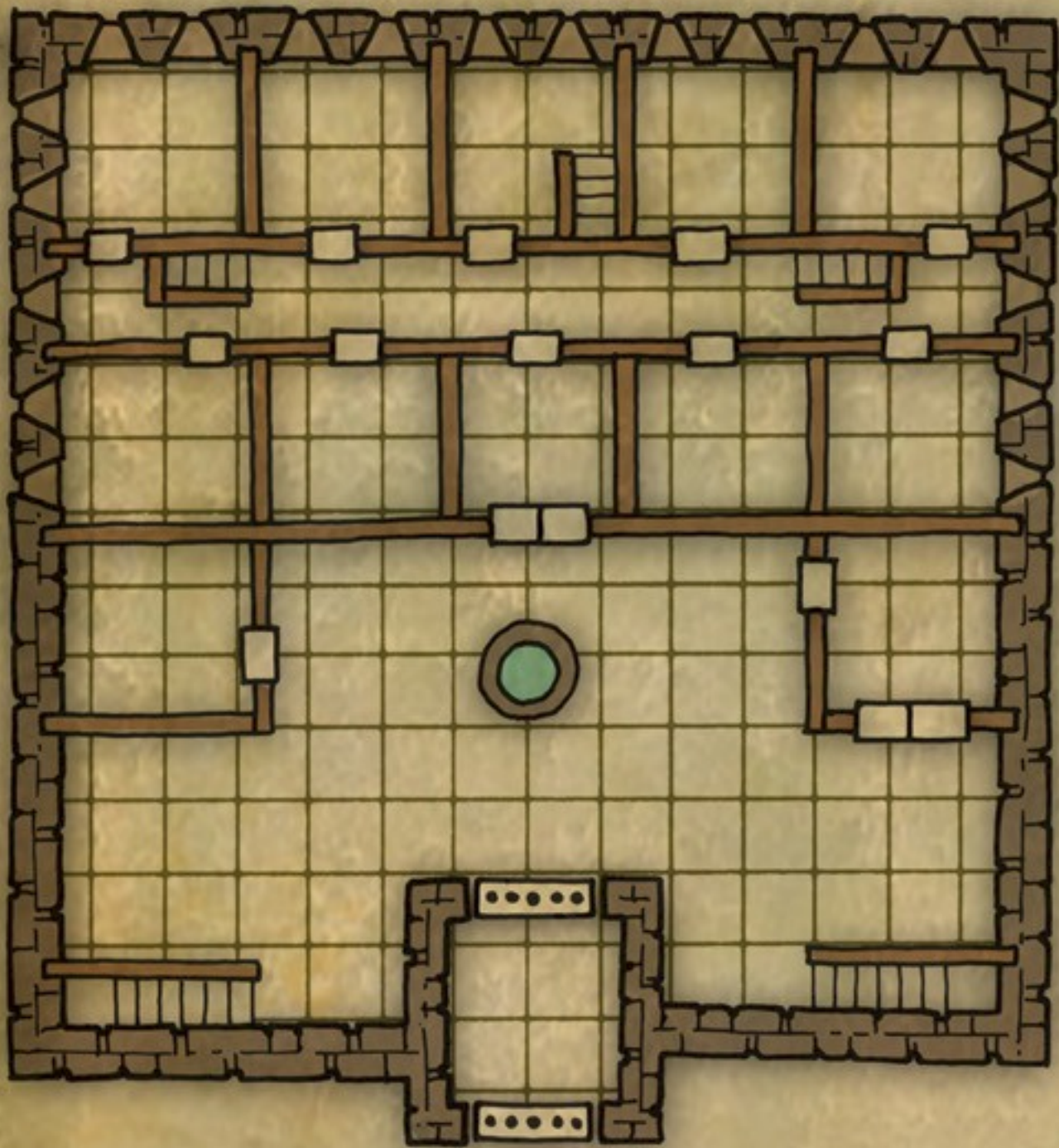


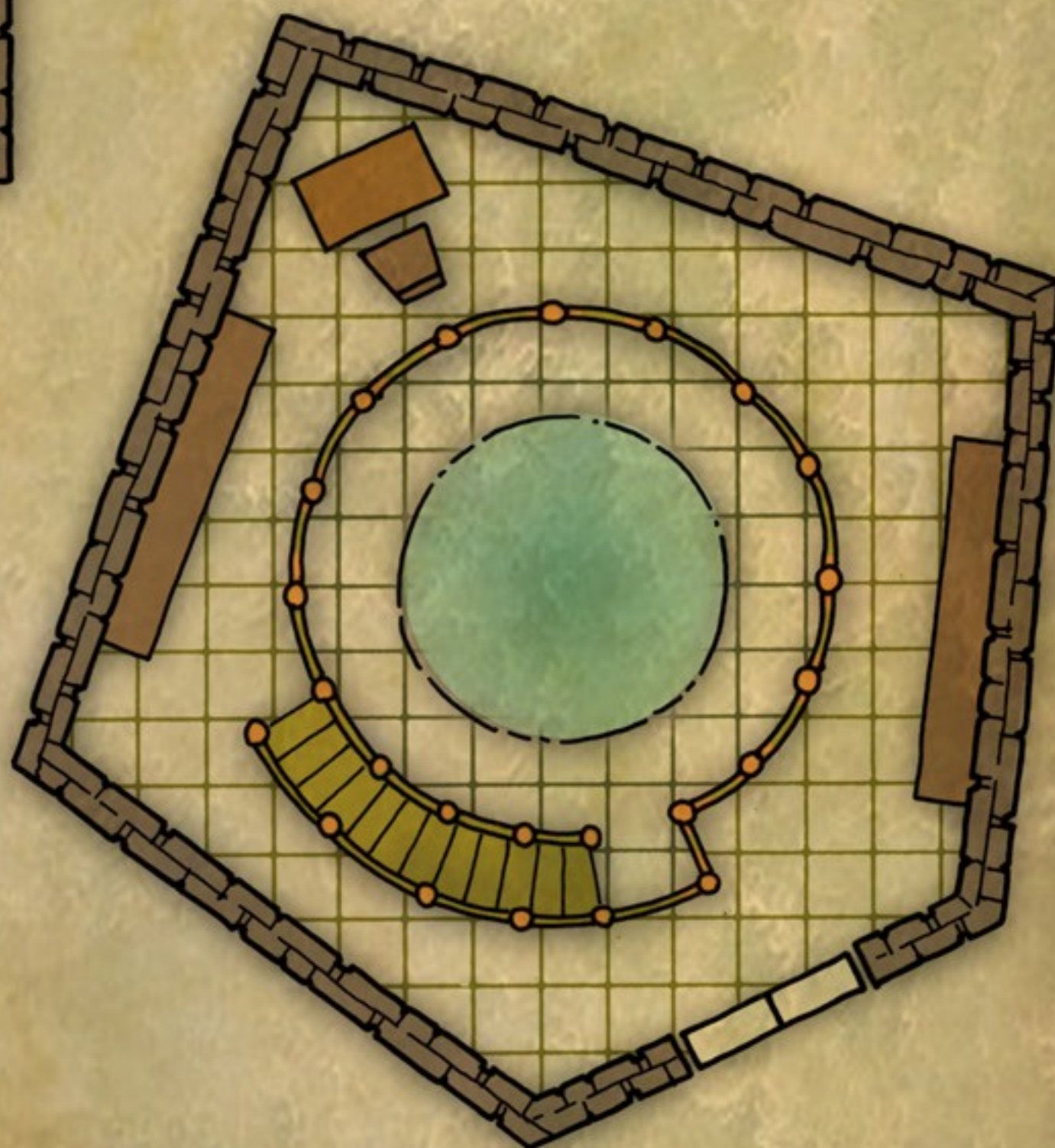
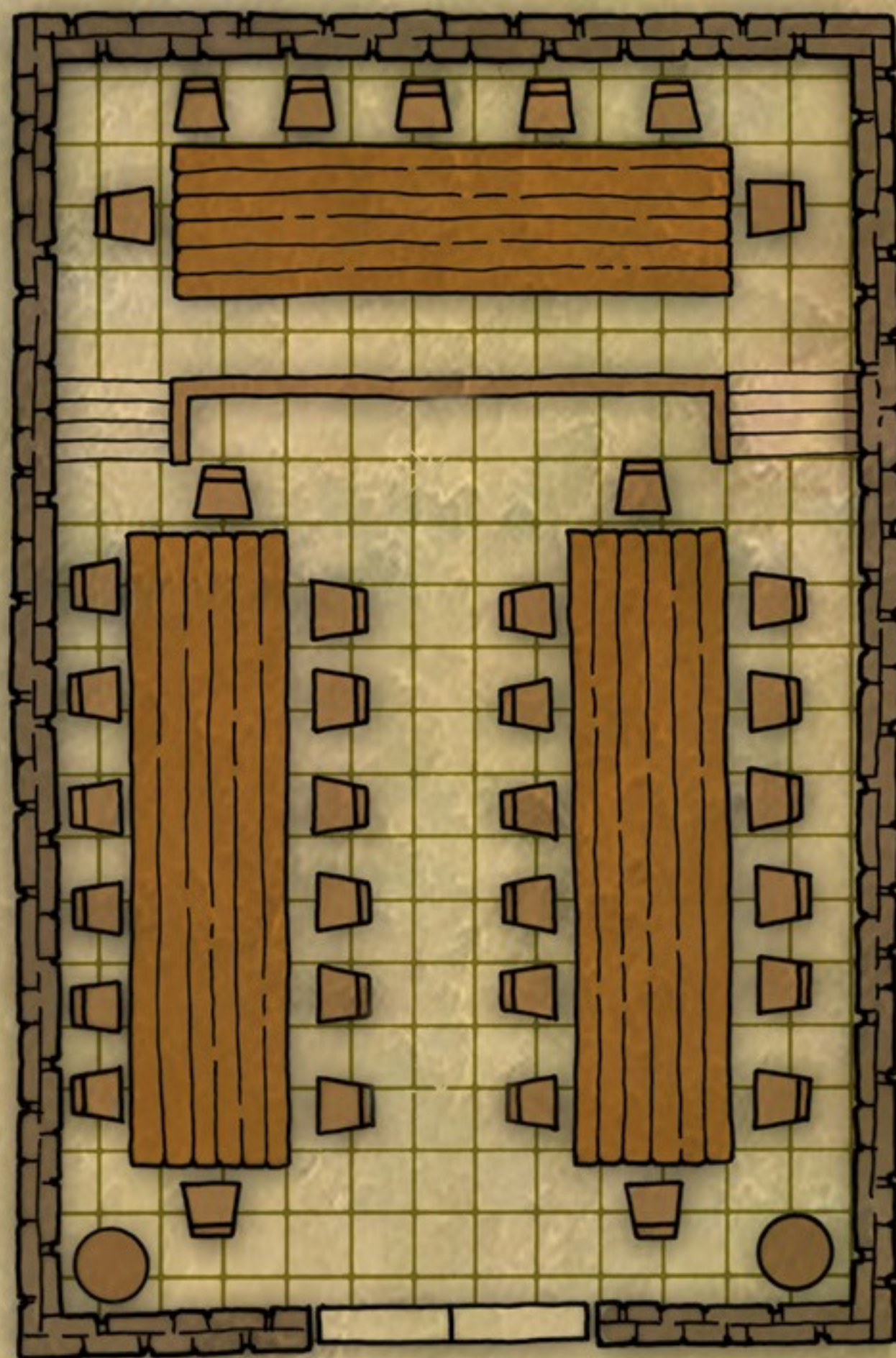
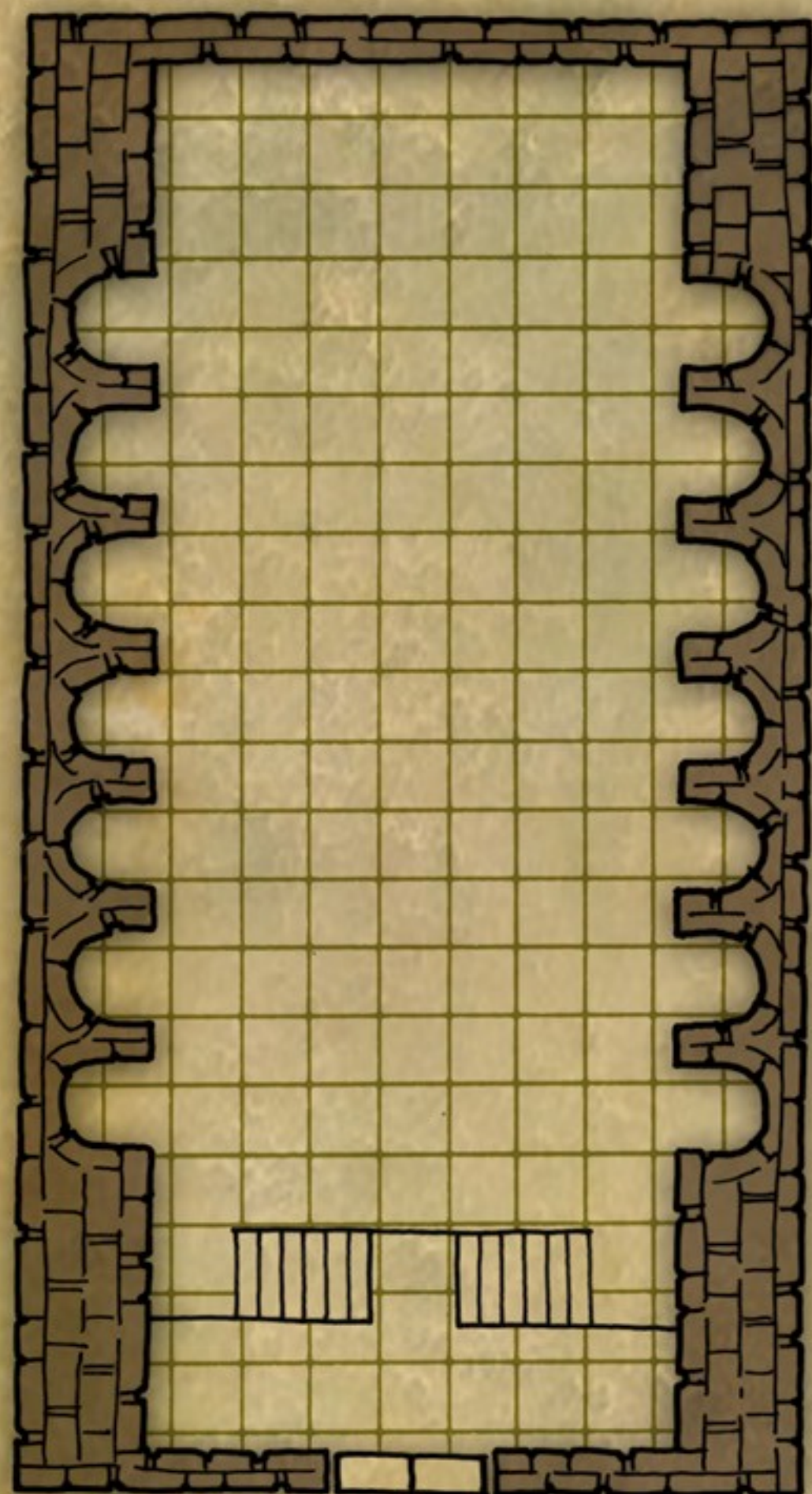
level one

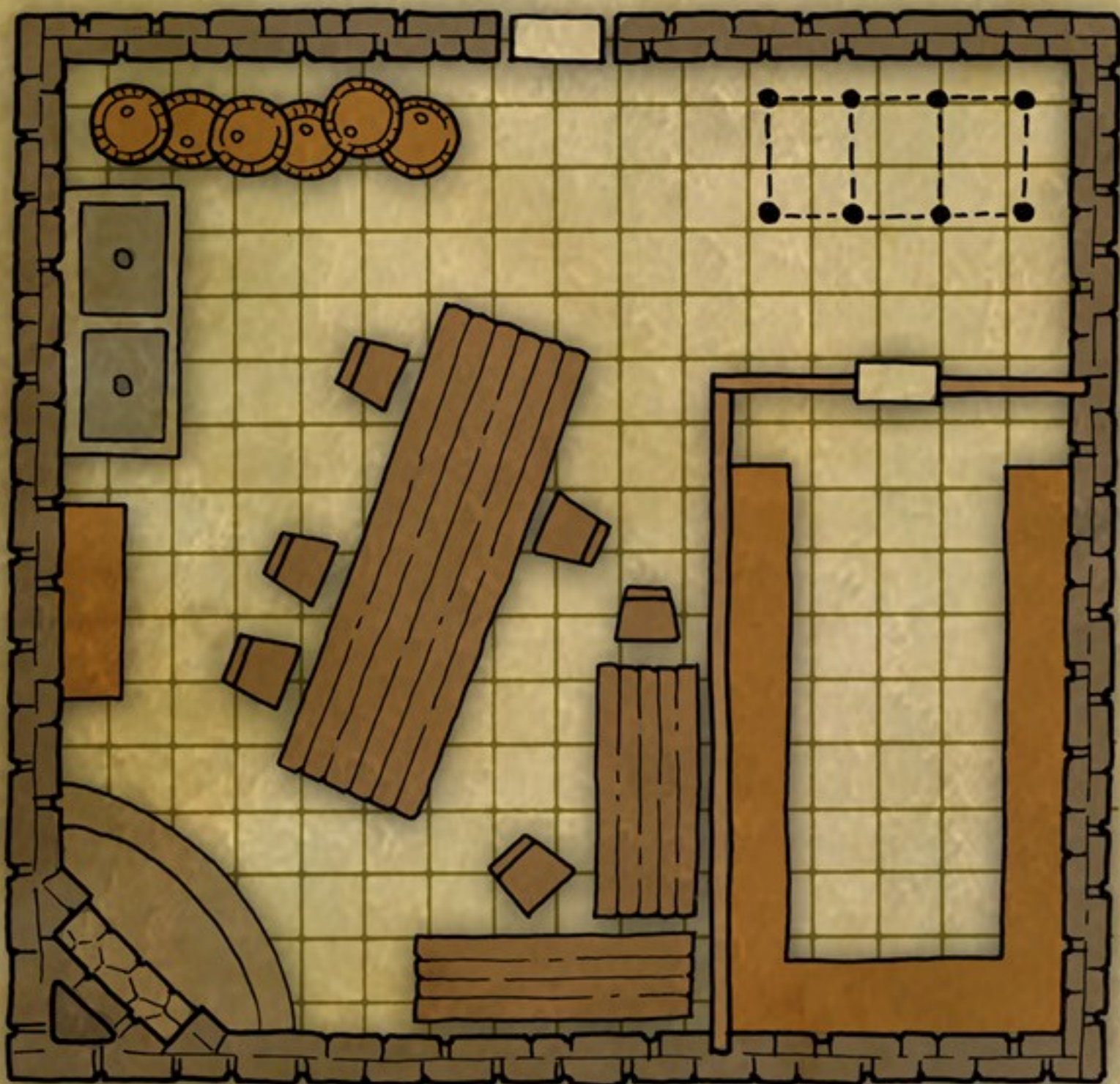
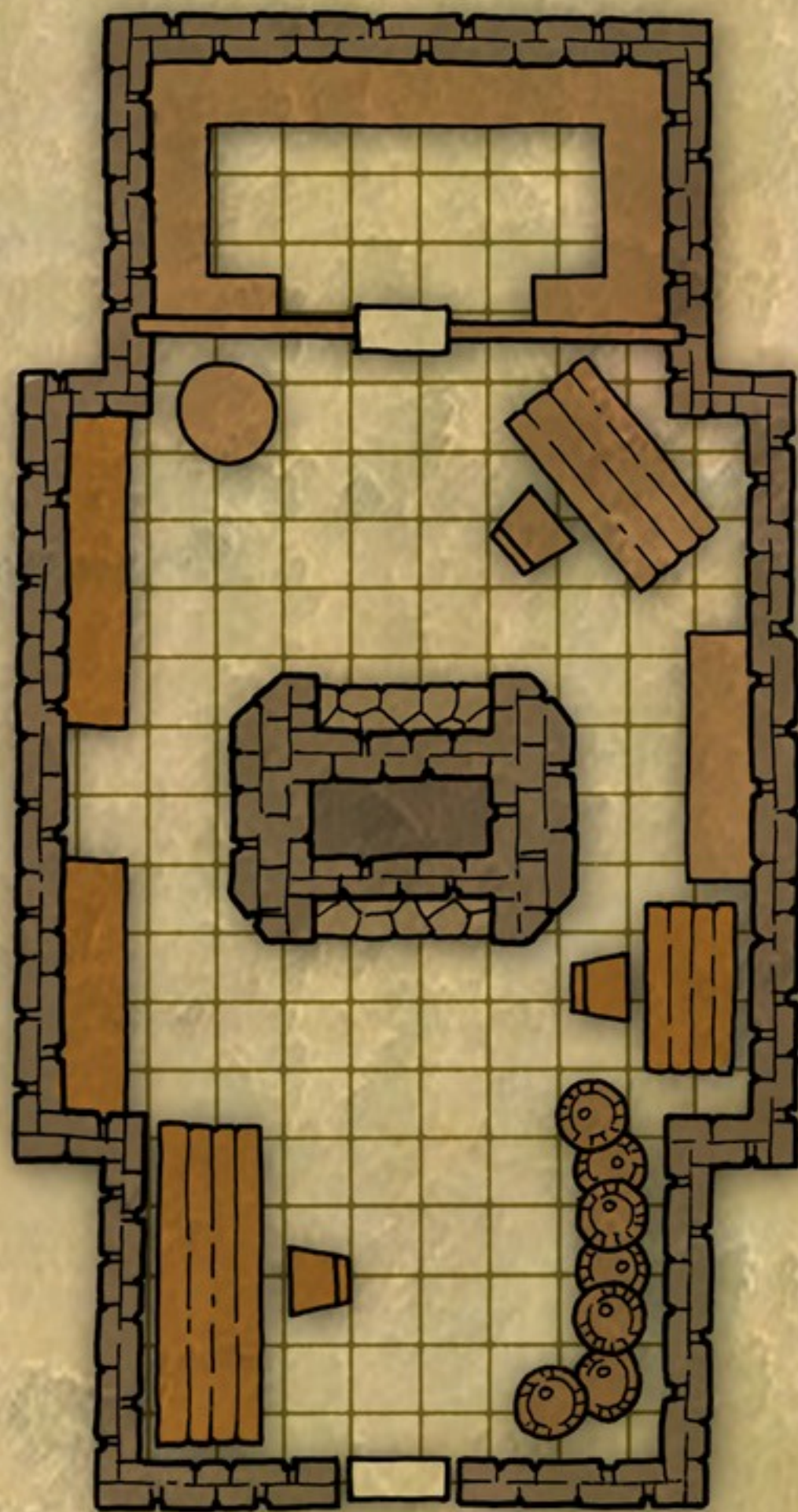
caracomba

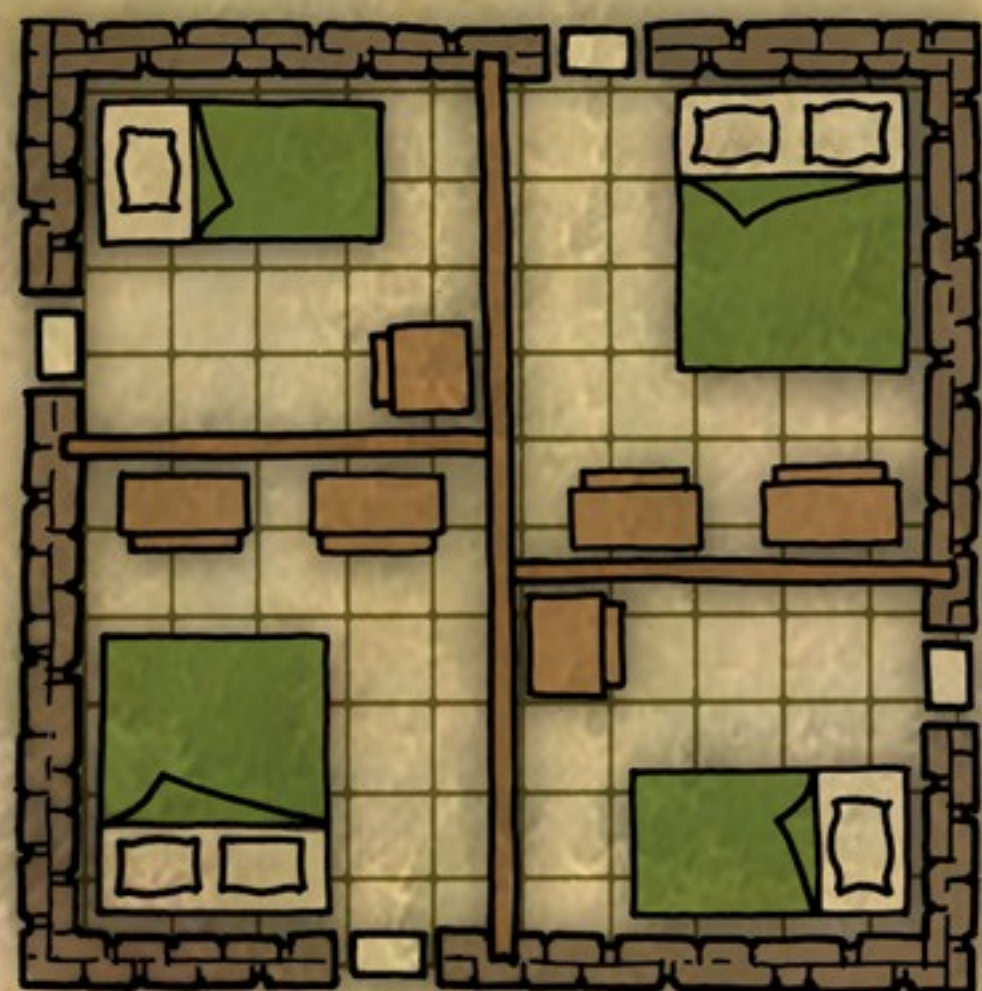
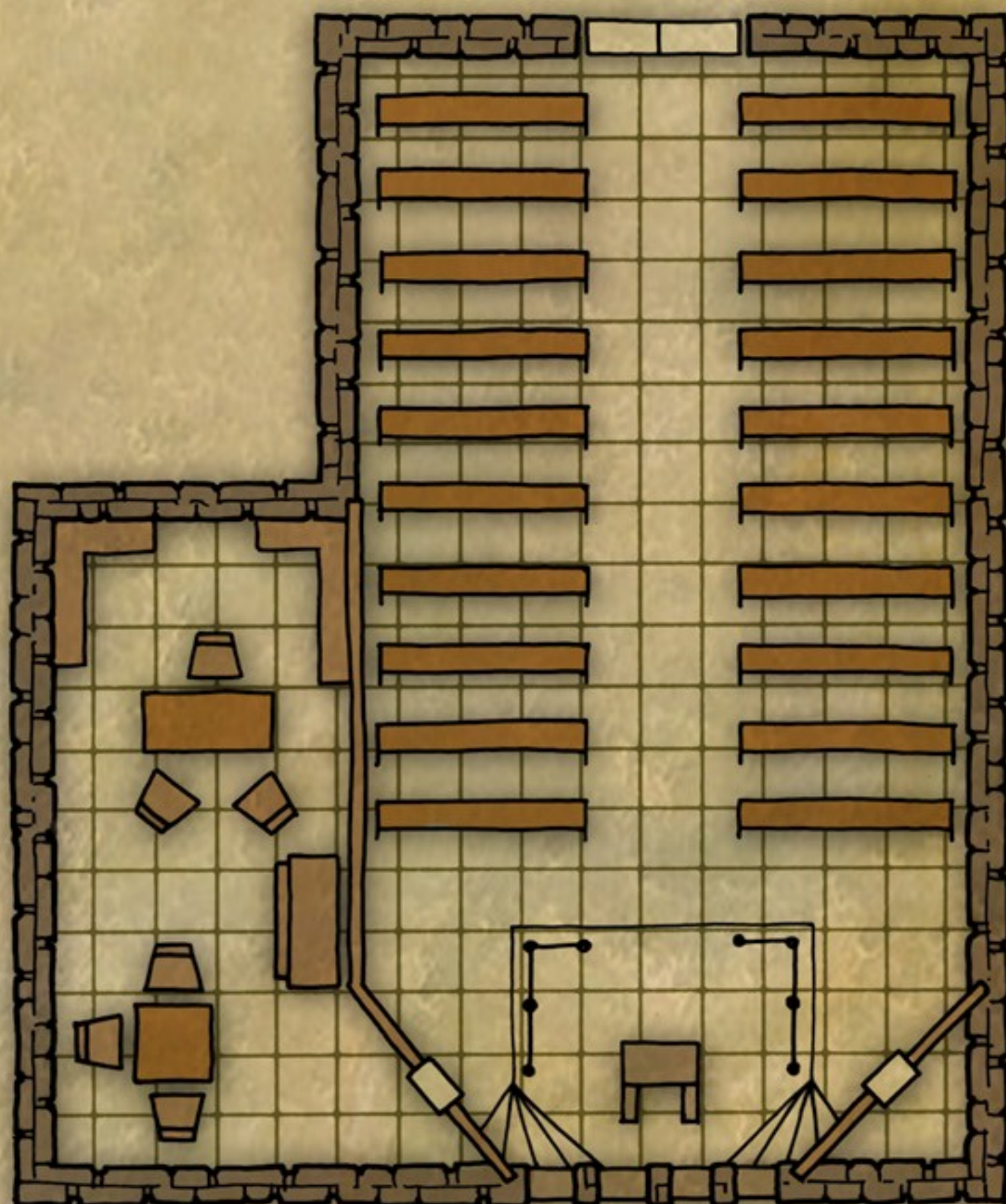
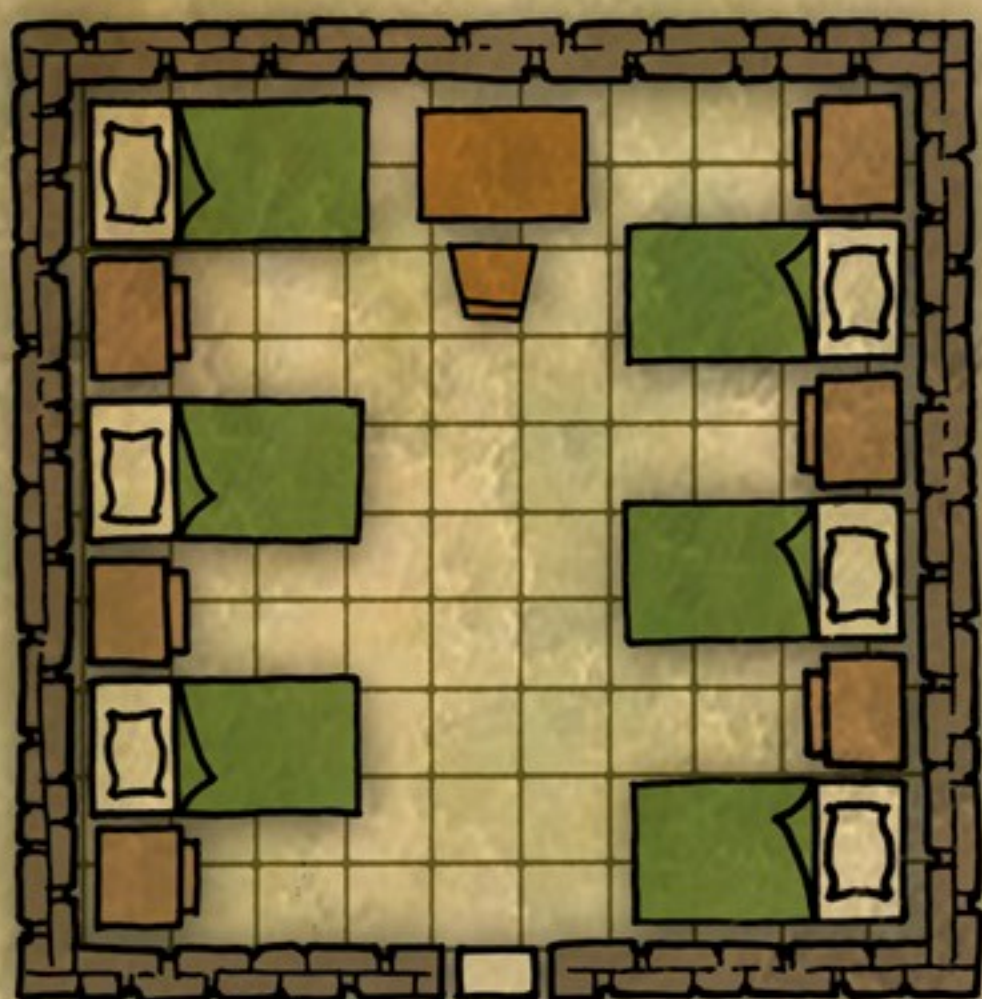
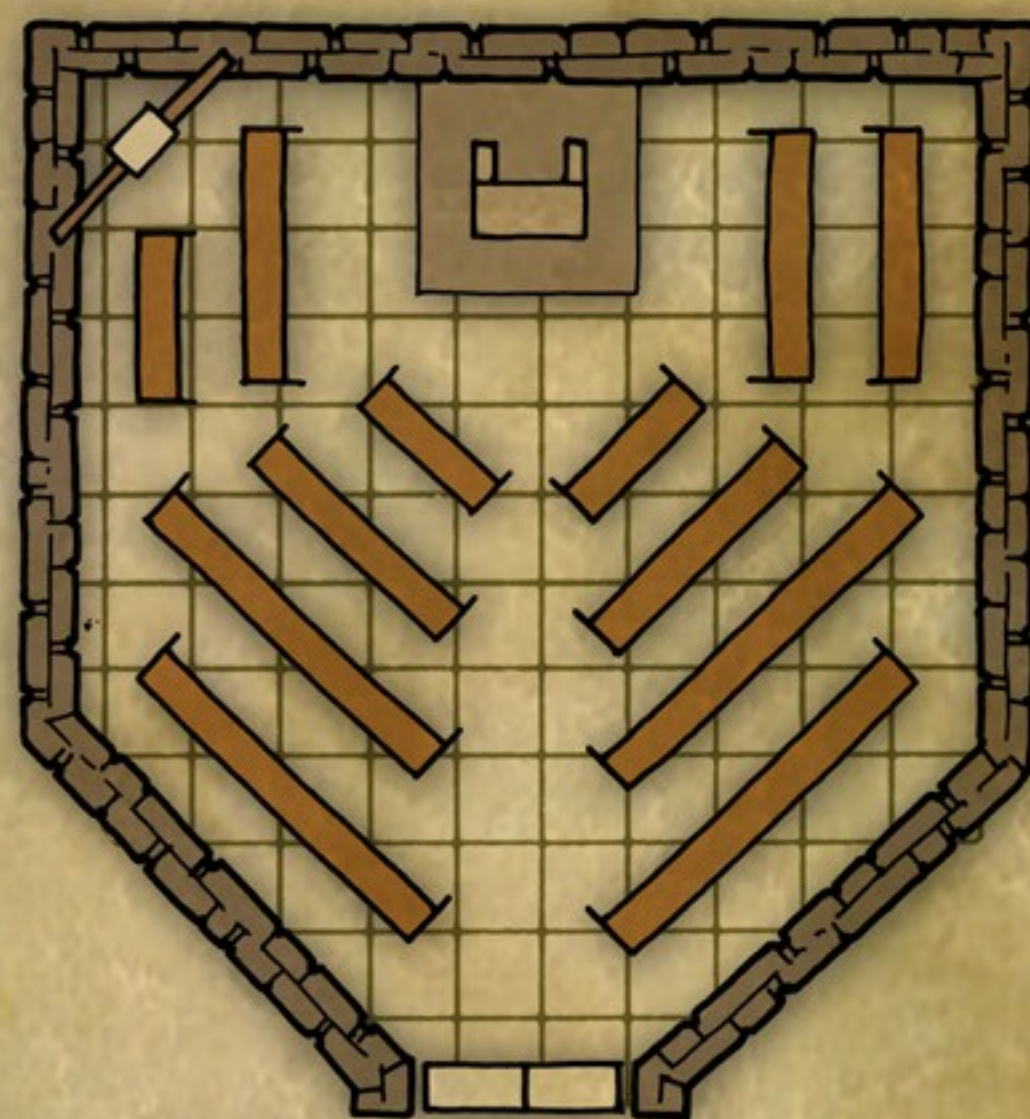
basement











MAP NOT TO SCALE



ATOLL OF FAILURE

WHERE THE INSANE
AND DYING SPEND THEIR
LAST DAYS IN ABANDONMENT.



DEAD CORAL REEF

ISLAND HAS NO ACCESS EXCEPT
THROUGH THE ARCH OF ENTRY
BECAUSE OF THE SURROUNDING
DEAD CORAL REEF.

Dead Coral Reef

ARCH OF ENTRY

SHIPS MUST ENTER
THROUGH THE
DEEP WATERS
UNDER
THE ARCHES
AND HUG THE
CLIFFSIDE TO MAKE
ITS WAY TO THE
CALM WATERS BEYOND
THE GATE TOWERS.

Ship Channel

Dead Coral Reef

CAVERN PORT

LIMESTONE CAVERN
BLASTED OPEN TO
CREATE AN INNER PORT
WITH STALACTITES.

TQ
2001



OUTPOST



CAVERN PORT



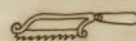
GATE TOWERS



OFFICERS QUARTERS



MINEHEAD #1



CLINIC



LEAD AND DIAMOND MINES AND FACILITIES

OVERVIEW MAP

MAP CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER

GRAND GATE AND TOWERS

THE ISLANDS ONLY ENTRANCE FROM THE SEA IS THROUGH THESE GATES. THE TOWERS ARE MANUALLY OPERATED BY A CRANKSHAFT AND WORMGEAR MECHANISM.



LEVEL THREE

LEVEL TWO

LEVEL ONE

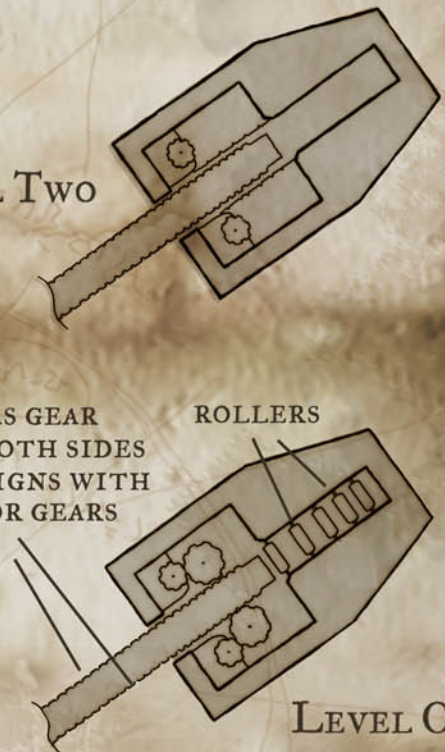


SIMPLE CUTAWAY VIEW OF ONE OF TWO TOWERS

LEVEL TWO

GATE HAS GEAR COGS ON BOTH SIDES WHICH ALIGNS WITH INTERIOR GEARS

ROLLERS





TG
2001

CAVERN PORT

THIS PORT WAS CREATED BY BLASTING AN ENTRANCE INTO AN ANCIENT LIMESTONE CAVERN GUILDED WITH GIANT STALACTITES AND OTHER WONDEROUS FORMS. SHIPS UNLOAD PROVISIONS ONTO SMALL RAILCARS WHICH THEN LEAD 300 FEET INTO THE MOUNTAIN WHERE THE SHAFT LEADING TO MINEHEAD #1 BEGINS.

STALACTITES

CAVERN
ENTRANCE

LOADING DOCK

SHIP

OFFICE

SUPPLY RAILS

ELEVATOR TO
MINEHEAD #1

MAP NOT TO SCALE

CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER

GRADE AND SORTING ROOM

DIAMONDS ARE DEPOSITED
IN THESE BINS AND SORTED
BY THEIR QUALITY

SHAFT HOIST

ELEVATOR LOWERS AND RAISES
PROVISIONS, DIAMONDS AND LEAD
INGOTS TO CAVERN PORT

OFFICES

STORAGE

ELEVATOR SHAFT

MINEHEAD #1

THIS MINE SHAFT IS THE MOST IMPORTANT
OF THE TWO SHAFTS. SLAVE LABOR ARE LOWERED
AND SHUTTLED TO VARIOUS WOLF HOLES TO DIG
FOR RAW DIAMONDS.

WINDMILL/PUMPHOUSE

MAP NOT TO SCALE

THE WINDMILL GENERATES A MODERATE
AMOUNT OF ELECTRICITY BUT MOST IMPORTANTLY,
IT IS USED TO PUMP OUT FLOODED MINE SHAFTS AND
BRING FRESH WATER UP FROM THE SPRINGS
WITHIN THE LIMESTONE.

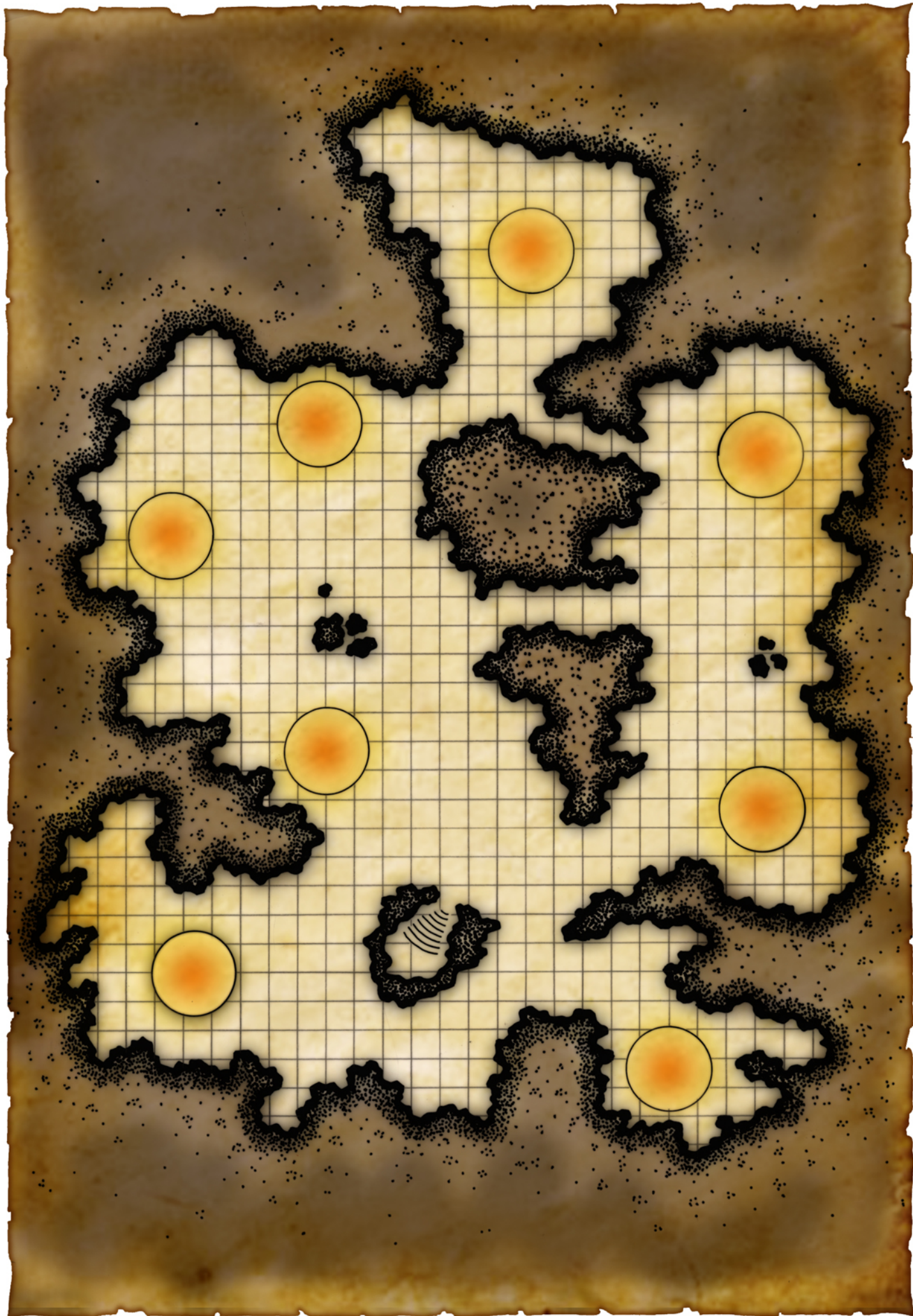
OPERATOR'S
QUARTERS

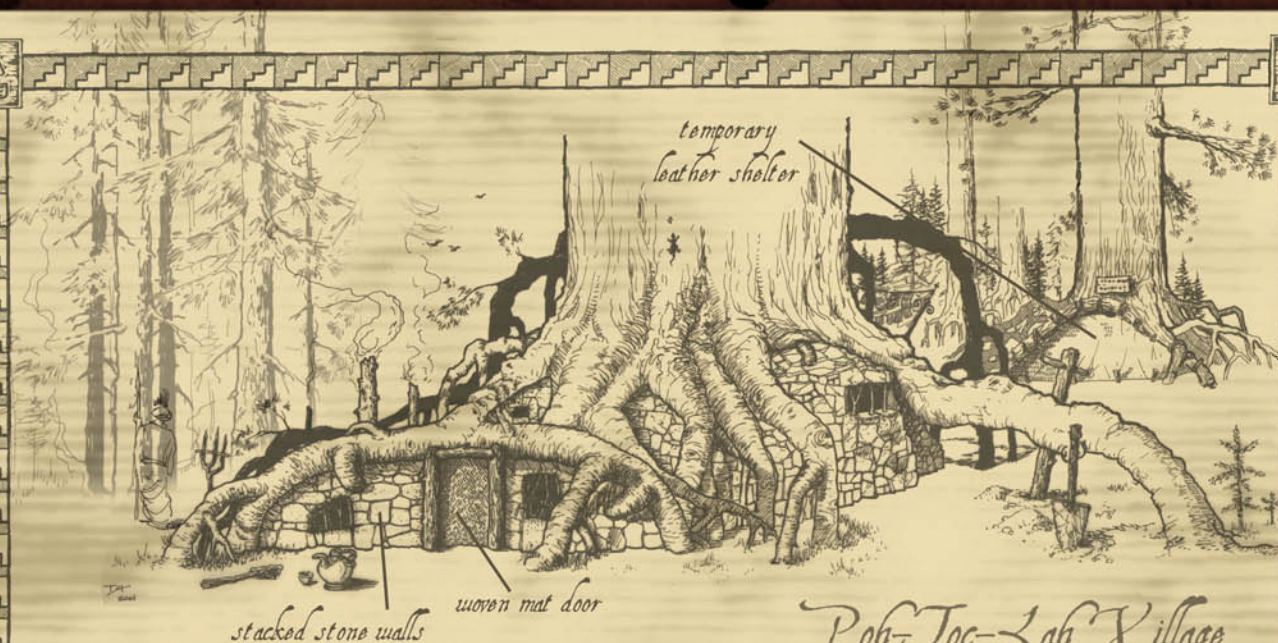
MOTOR AND
PULLEY SYSTEM

ENTRANCE LEVEL
TO CONTROL ROOM



CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER

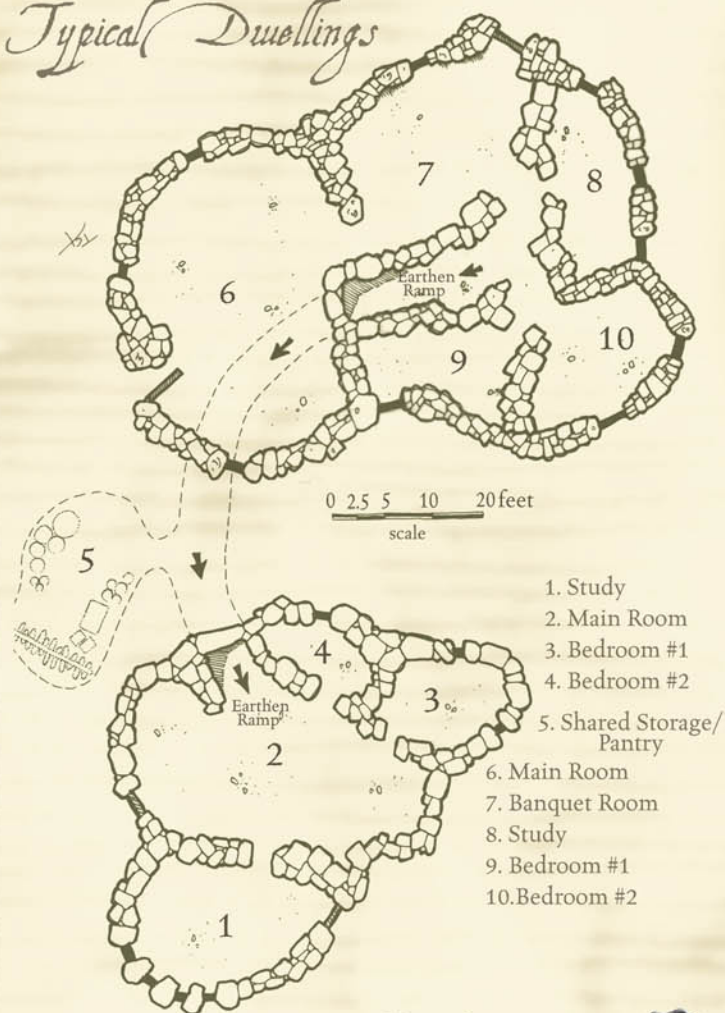




Poh-Joc-Lah Village Dwellings

Inhabitants nestled within the strong roots of the giant banyan redwoods.

Typical Dwellings



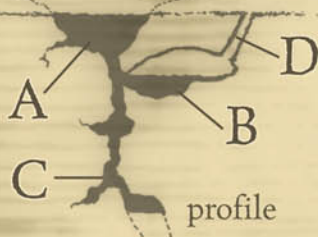
Todd Gamble, Cartographer.



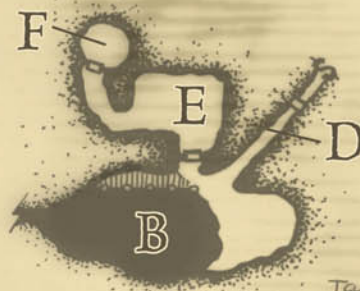
artesian lake at-a-glance



plan view / location



profile



plan view / interior



Typical Food Preparation Utensils

Underwater Treasury (artesian lake)

- A. Artesian Lake
- B. Main Treasury Chamber
- C. Source of Water
- D. Secret Escape Passage
- E. Private Storage Chamber
- F. Historical Records and Items
- G. Dwellings Near the Lake



Todd Gamble, Cartographer.



Legend

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

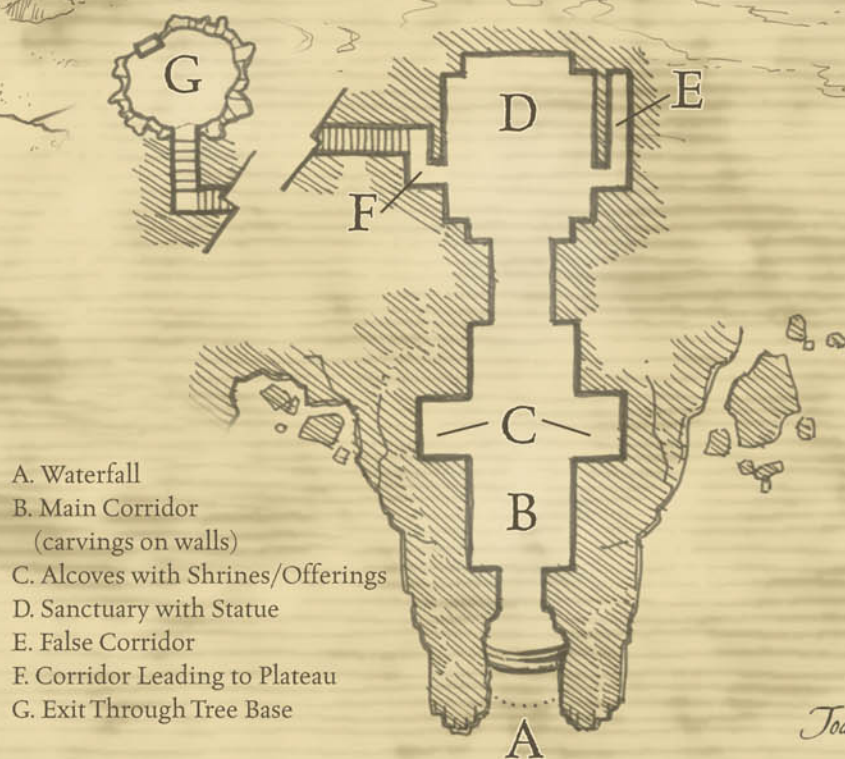
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

One Square Equals: _____

Mountain Cat Temple

Artesian Lake
Runoff

Entrance Through
Waterfall



- A. Waterfall
- B. Main Corridor
(carvings on walls)
- C. Alcoves with Shrines/Offerings
- D. Sanctuary with Statue
- E. False Corridor
- F. Corridor Leading to Plateau
- G. Exit Through Tree Base

The Giant Totem



Todd Gamble, Cartographer.



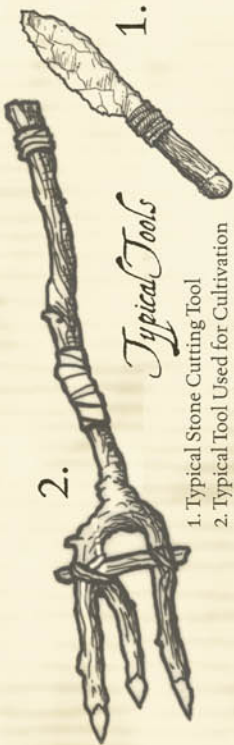
The Greater Poh-Joc-Lah Valley

(overland view looking north)

Giant Totem

Plateau of the People

Sum-Tah-Wah River



Typical Tools



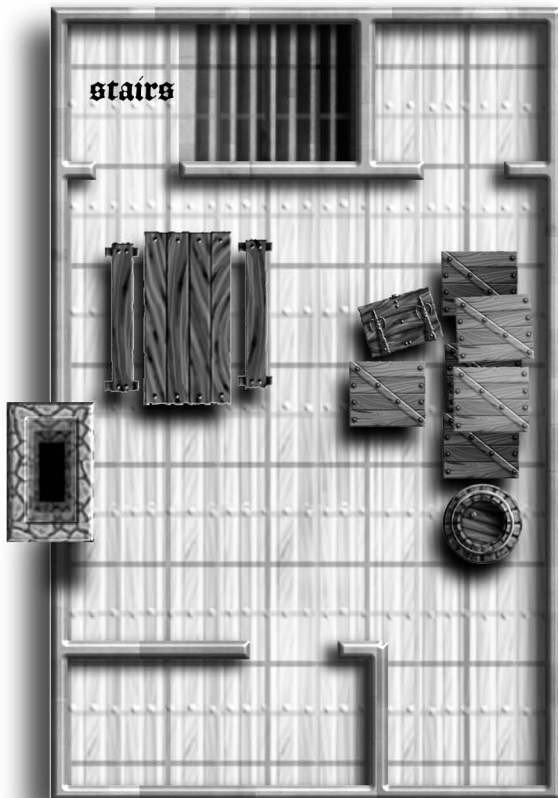
Todd Gamble, Cartographer.



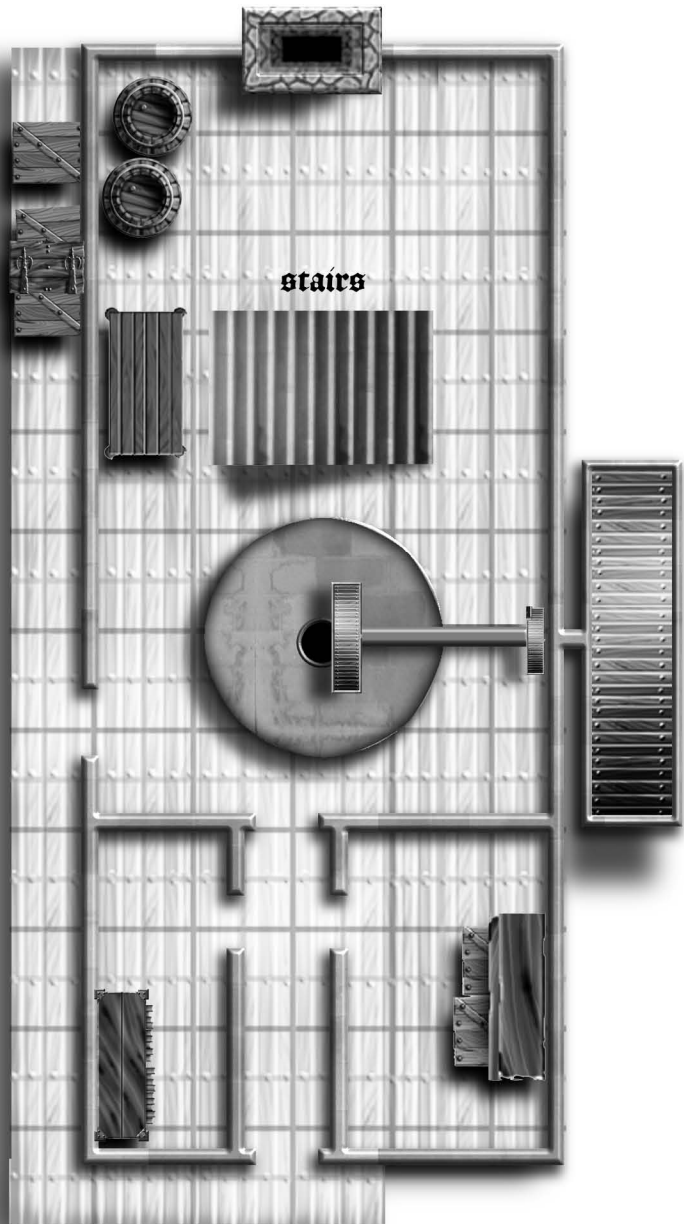
Overview Map

Haunted Grist Mill

One Square Equals 5 Feet



Level Two



Level One











Berland Map

Overland Map of the
Isle of Izrom
and
Surrounding Vicinity

0 1 2 4 8 Miles

Rhyton's Ocean

Fort
Coyote

Seal Bay

Village of
Red Oak

Temple
of Rosque

Ice Bay

Pilgrim
Settlement

Fort

Rhyton's Ocean

Copper Mine

Fort

Todd Gamble, Cartographer



Subterranean Palace

Very few are able to witness the beautiful Palace interiors. Some of the finest provisions are contained here as well as the blessed healing pool.



The upward staircase leads to other lavish levels of the Palace as well as the grand heated bathes made from gold and pearl tiles.

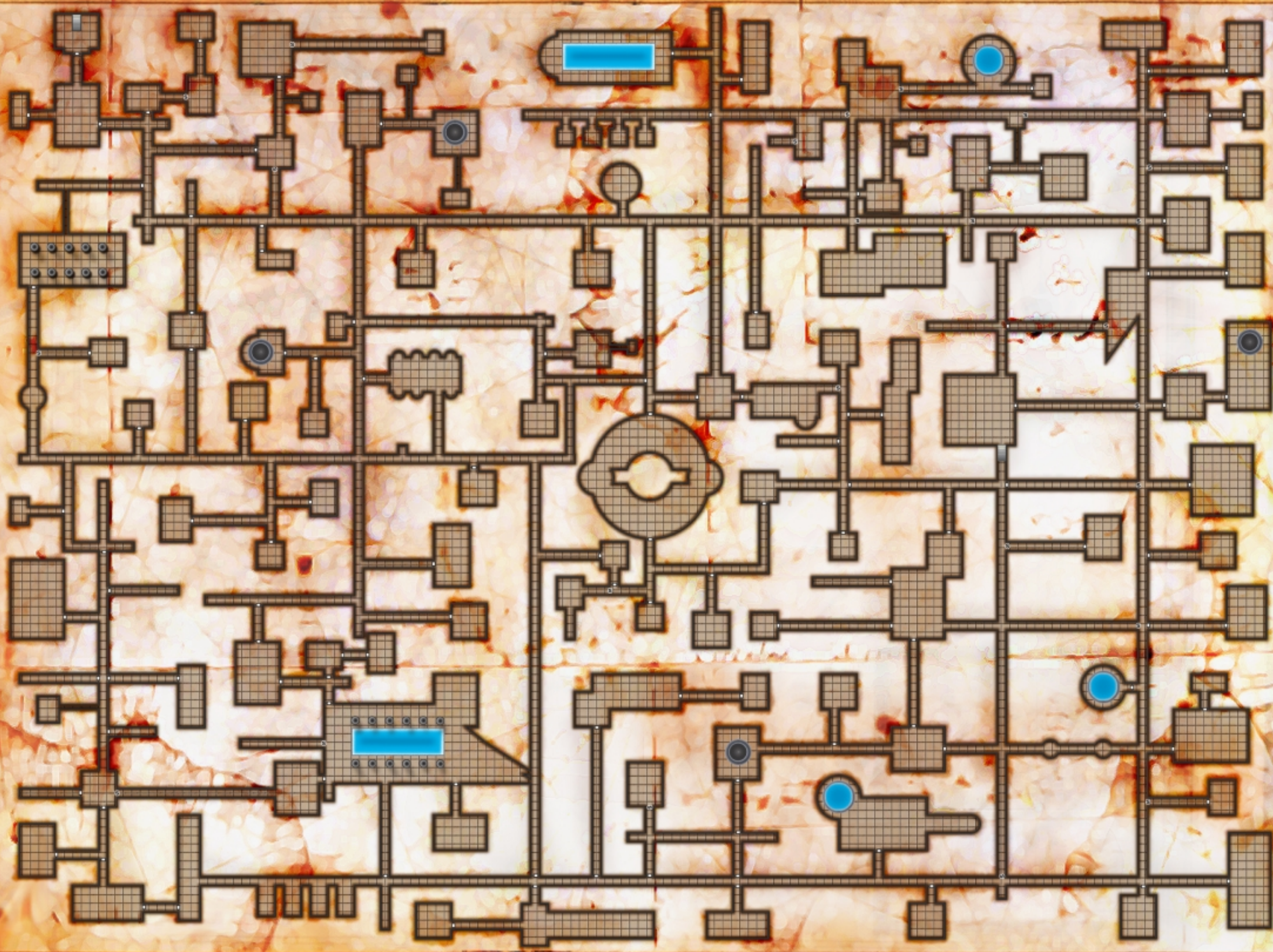


Pirate Roost

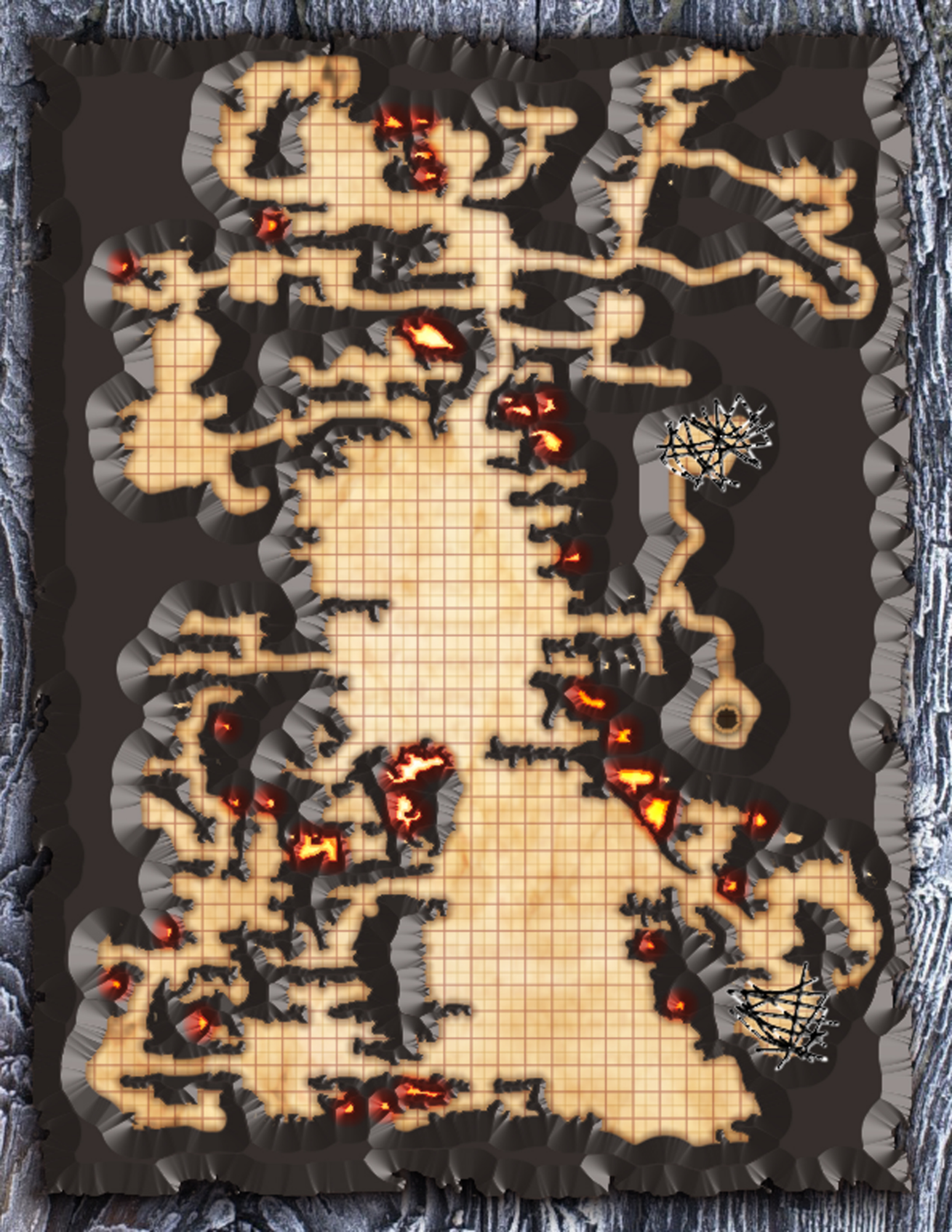




NOORD

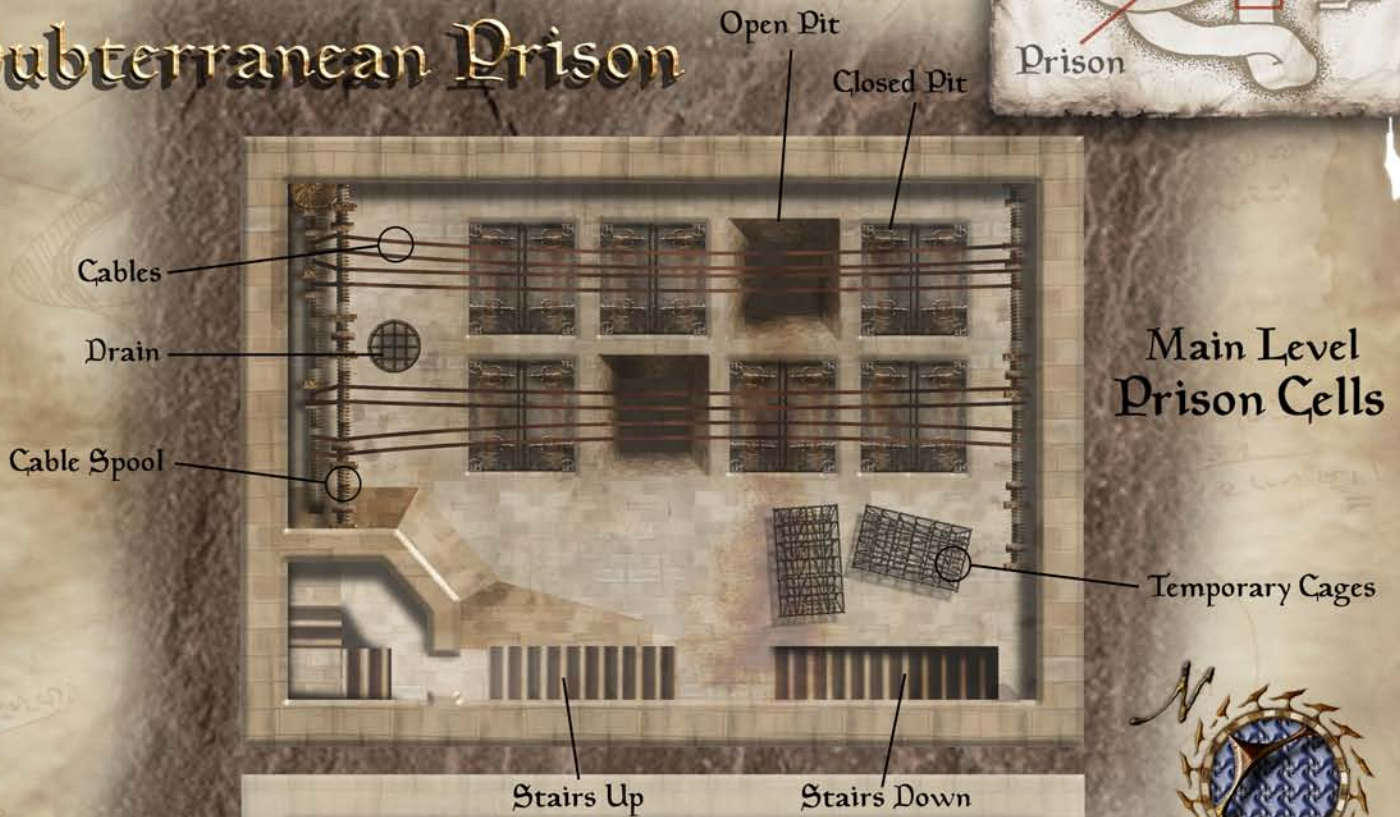


ZUYD



Subterranean Prison

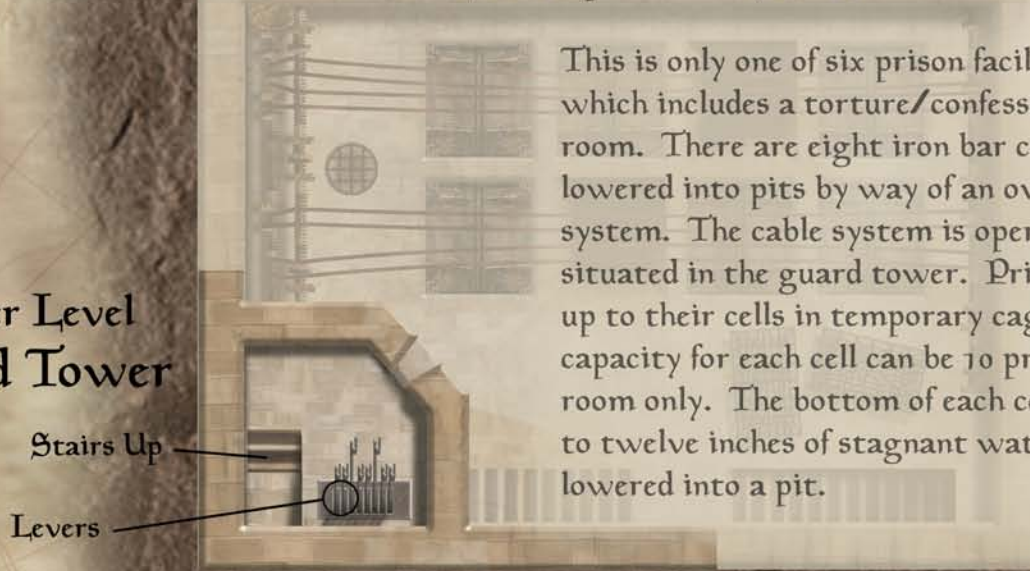
"The Great Petrified Worm"



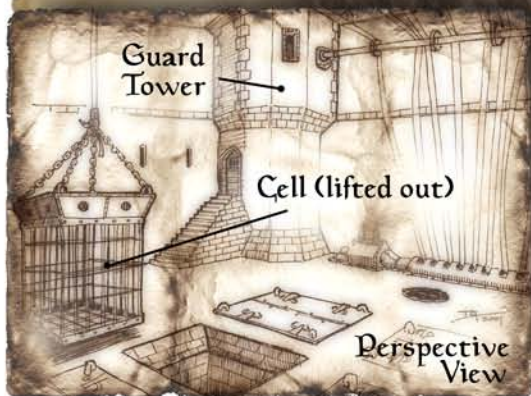
Main Level Prison Cells



Upper Level Guard Tower

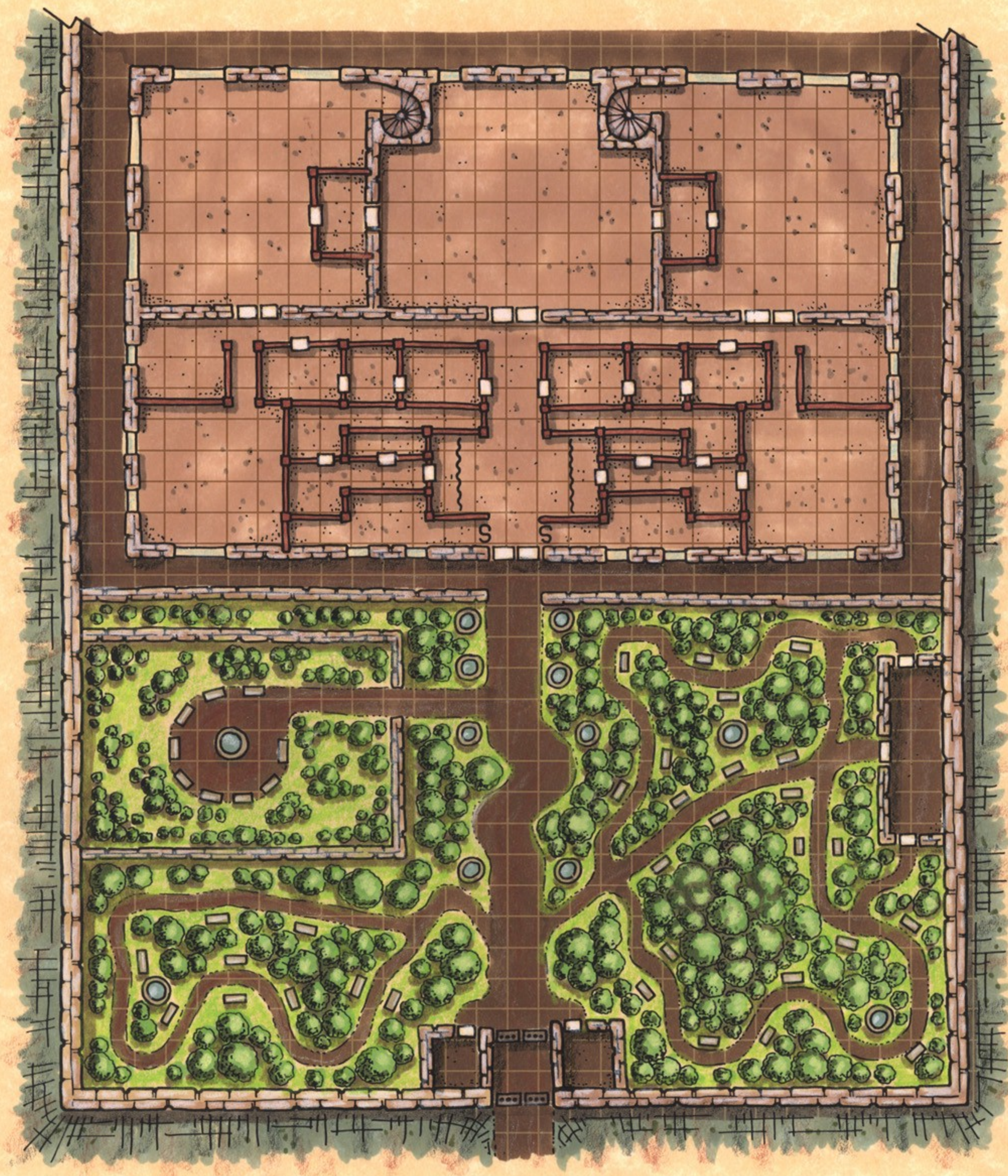


This is only one of six prison facilities which includes a torture/confession/execution room. There are eight iron bar cells which are lowered into pits by way of an overhead cable system. The cable system is operated by levers situated in the guard tower. Prisoners are carried up to their cells in temporary cages. The maximum capacity for each cell can be 10 prisoners, standing room only. The bottom of each cell can contain six to twelve inches of stagnant water and waste when lowered into a pit.



Map Created and Drawn By Todd Gamble, Cartographer.





Salt Mine Level 5

"The Great Petrified Worm"

Salt Mine Level 5

Mine Elevator
from level 4

Abandoned Mine Cart Tracks

Explosives

Explosives

Salt Pile

Mine Elevator
to level 6

There are seven levels to the subterranean salt mining operation. All of the salt deposits are found outside of the Great Petrified Worm area. The local story is that the salt is what killed the great worm moments before the cataclysmic mud flow from the last large eruption of Mount Charles. Level 5 is no longer used for mining and is primarily used only for storing large piles of salt. Beware, there are very old, salt-encrusted crates containing explosives lying around the mines and are extremely unstable.



Map Created and Drawn By Todd Gamble, Cartographer.

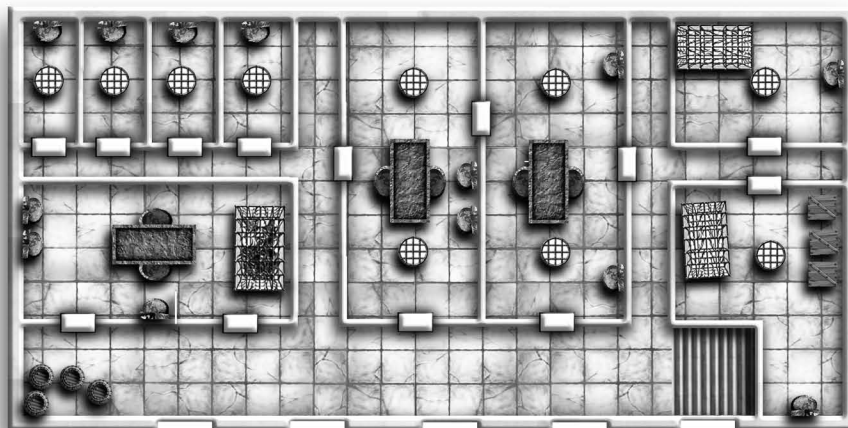


Sanitarium

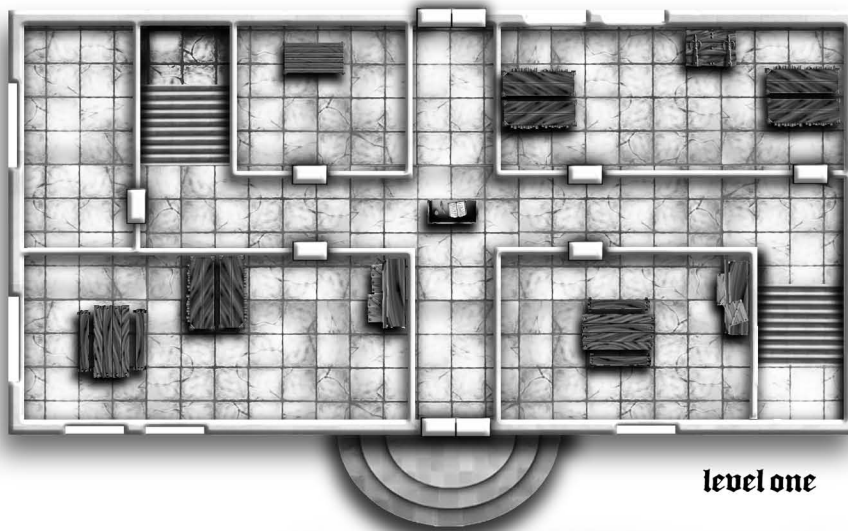
One Square Equals 5 Feet

Key

-  surgical table
-  lab animal cage
-  drain
-  brazier
-  stairs
-  lab rinse basin

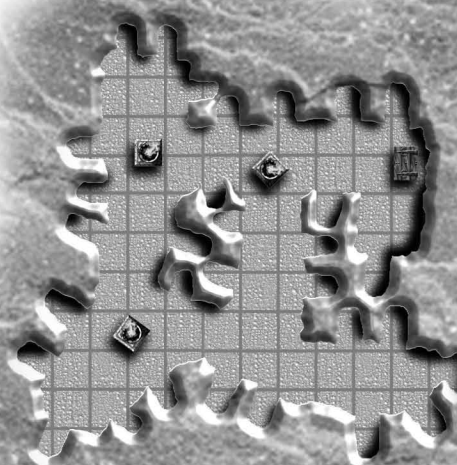


level two

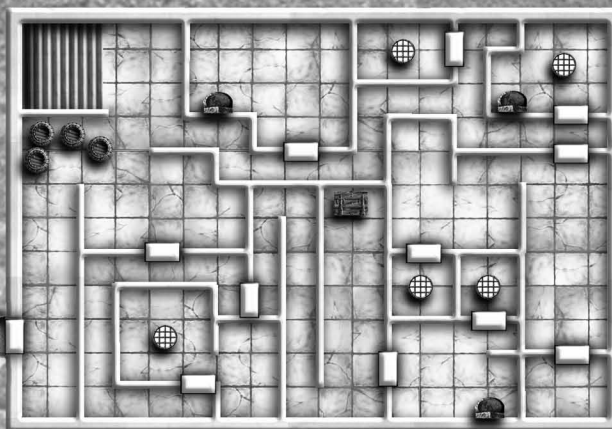


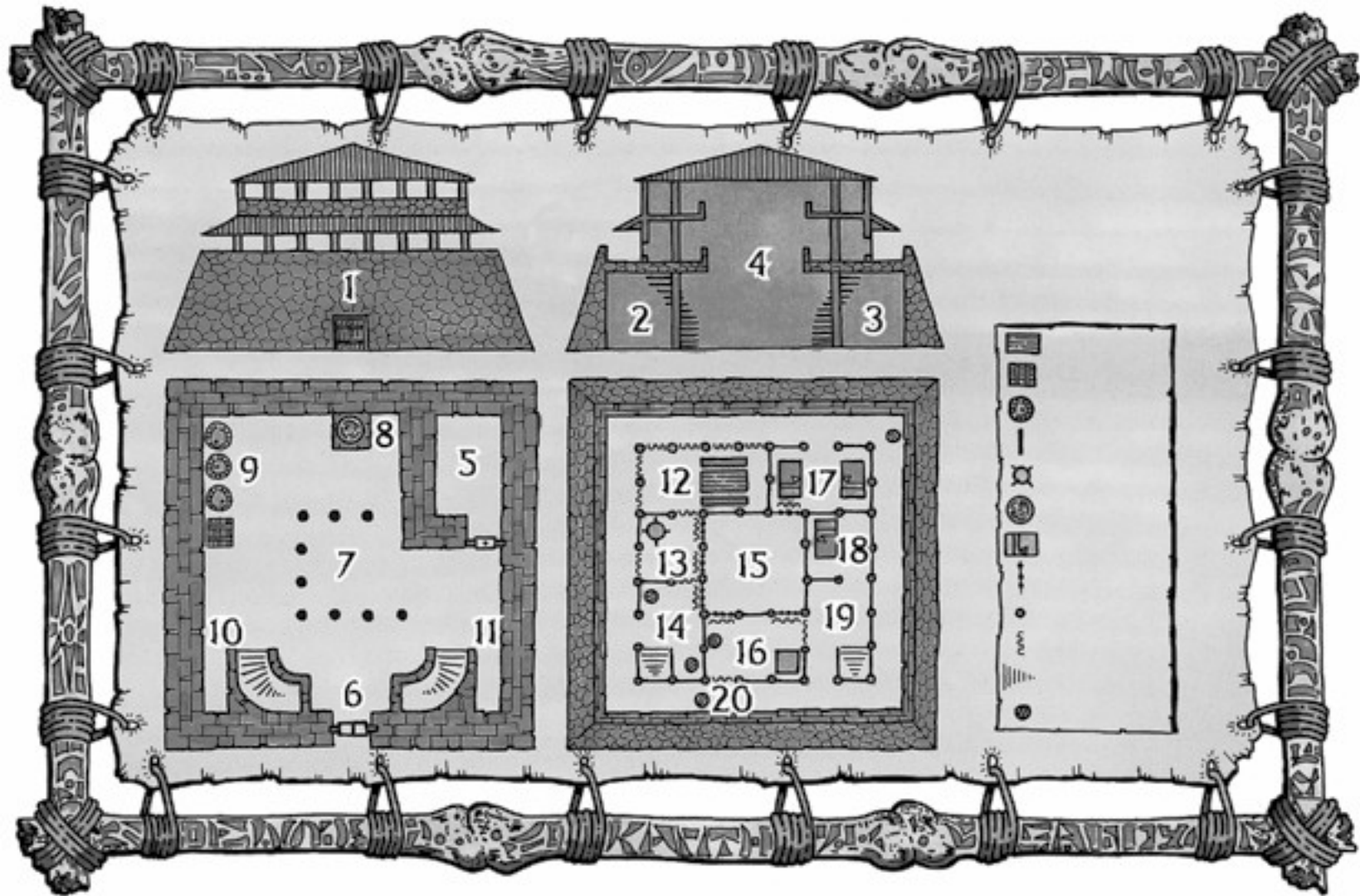
level one

catacombs



basement





School of Sorcery



Level Five
Master Chambers

Stairway Up



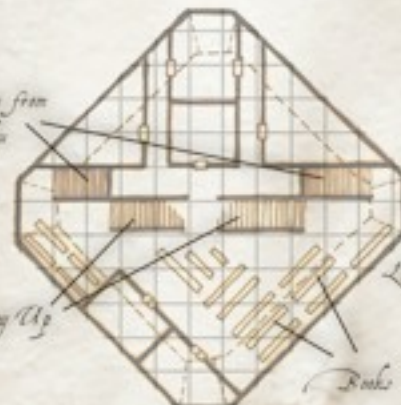
Level Four
Storage / Food Preparation

Stairway Up



Level Three
Apprentice Chambers

Stairway Up

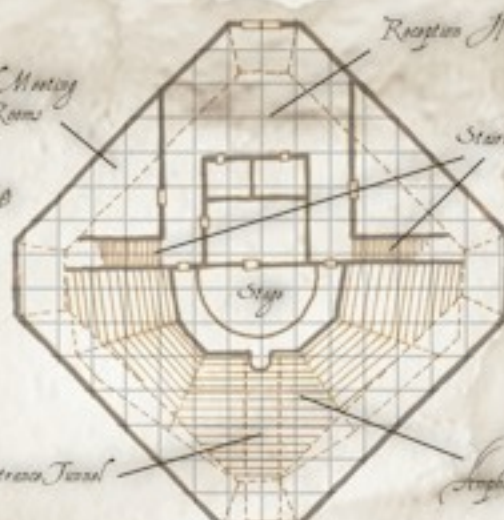


Level Two
Library / Laboratories / Study Chambers

Stairway from Balcony

Stairway Up

Balcony



Level One
Council Meeting Rooms

Reception Hall

Stairway Up

Stairs

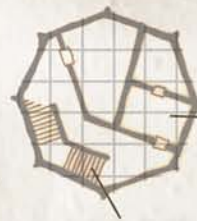
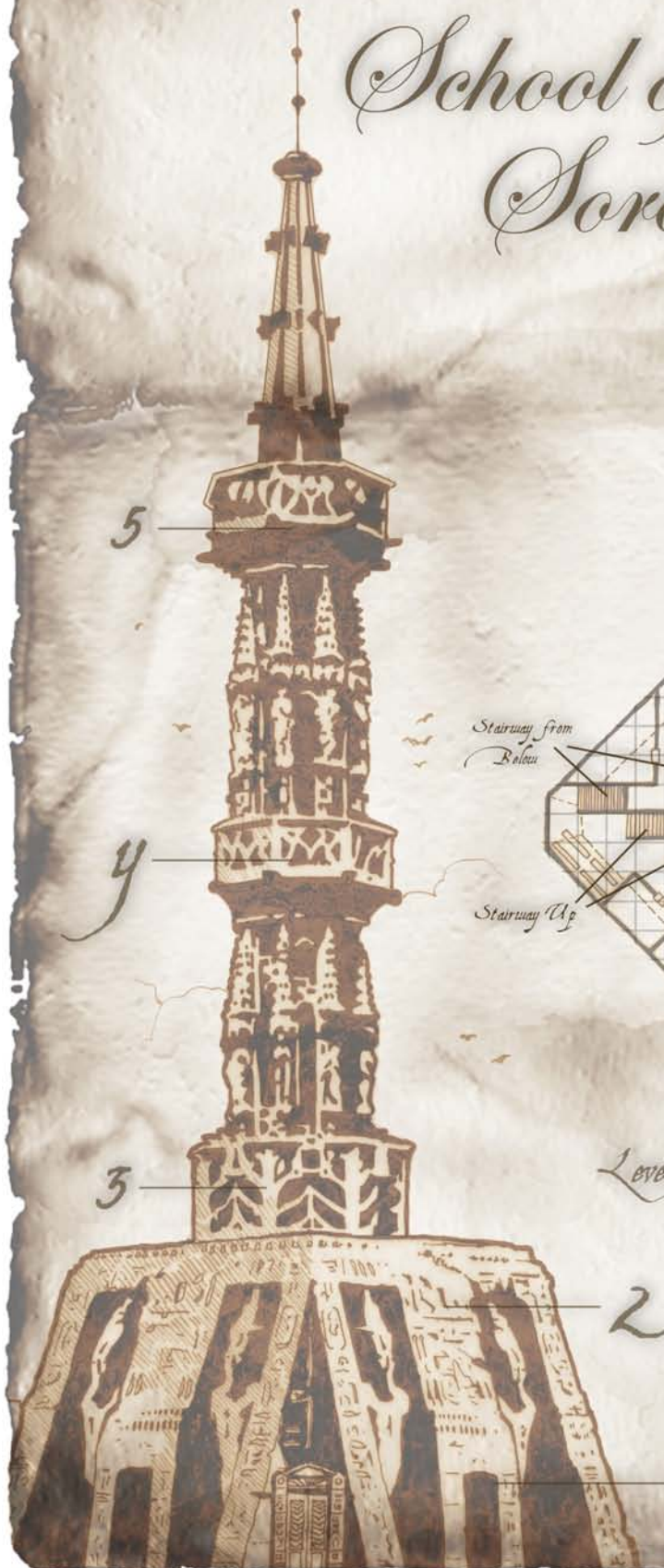
Entrance Tunnel

Amphitheater

One Square Equals Two Feet

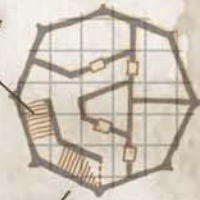


School of Sorcery



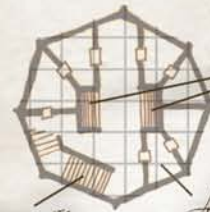
Level Five
Master Chambers

Stairway Up



Level Four

Storage / Food Preparation

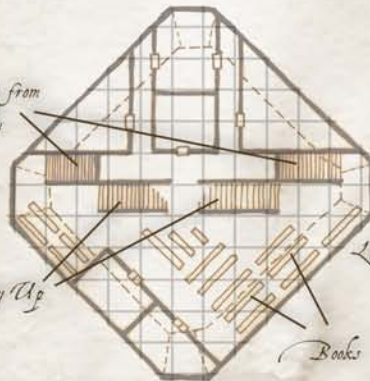


Level Three

Stairway from Below

Stairway Up

Apprentice Chambers



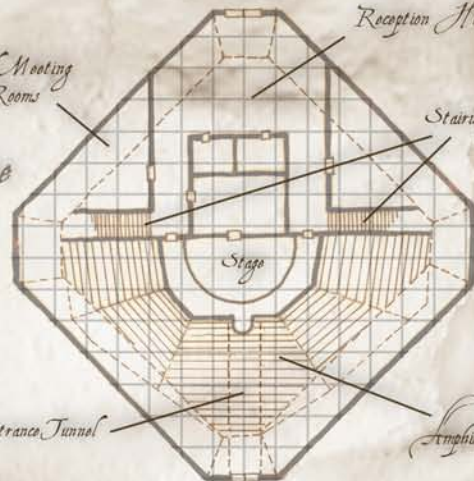
Stairway from Below

Stairway Up

Level Two

Library / Laboratories / Study Chambers

Books



Level One

Reception Hall

Stairway Up

Stage

Entrance Tunnel

Amphitheater

One Square Equals Five Feet



Sorcerer's Tower

South End of
The Great Petrified Worm

Great Arch near
the River

When Much Forest



Sorcerer's Tower

cutaway drawing

Sorcerer's Tower

and
Surrounding Area of the
Great Petrified Worm

Sorcerer's Tower

South end of the Great Petrified Worm



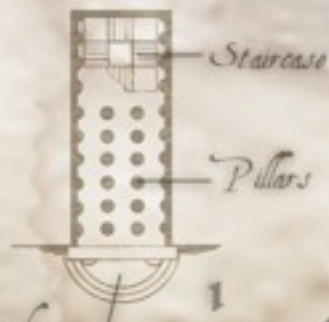
5 Observatory

4 Sleeping Quarters

3 Library and Study

2 Sorcerer's Laboratory

1 Entryway to
Reception Hall



Stairs and Facade



EXAMPLE 1942



Sorcerer's Tower
cut away drawing

Sorcerer's Tower

South End of
The Great Petrified Worm

Great Arch over
the River

Worm Mouth Fortress

Salt Mines

Sorcerer's Tower

and
Surrounding Area of the
Great Petrified Worm

Sorcerer's Tower

South End of the Great Petrified Worm



5 Observatory

4 Sleeping Quarters

3 Library and Study

2 Sorcerer's Laboratory

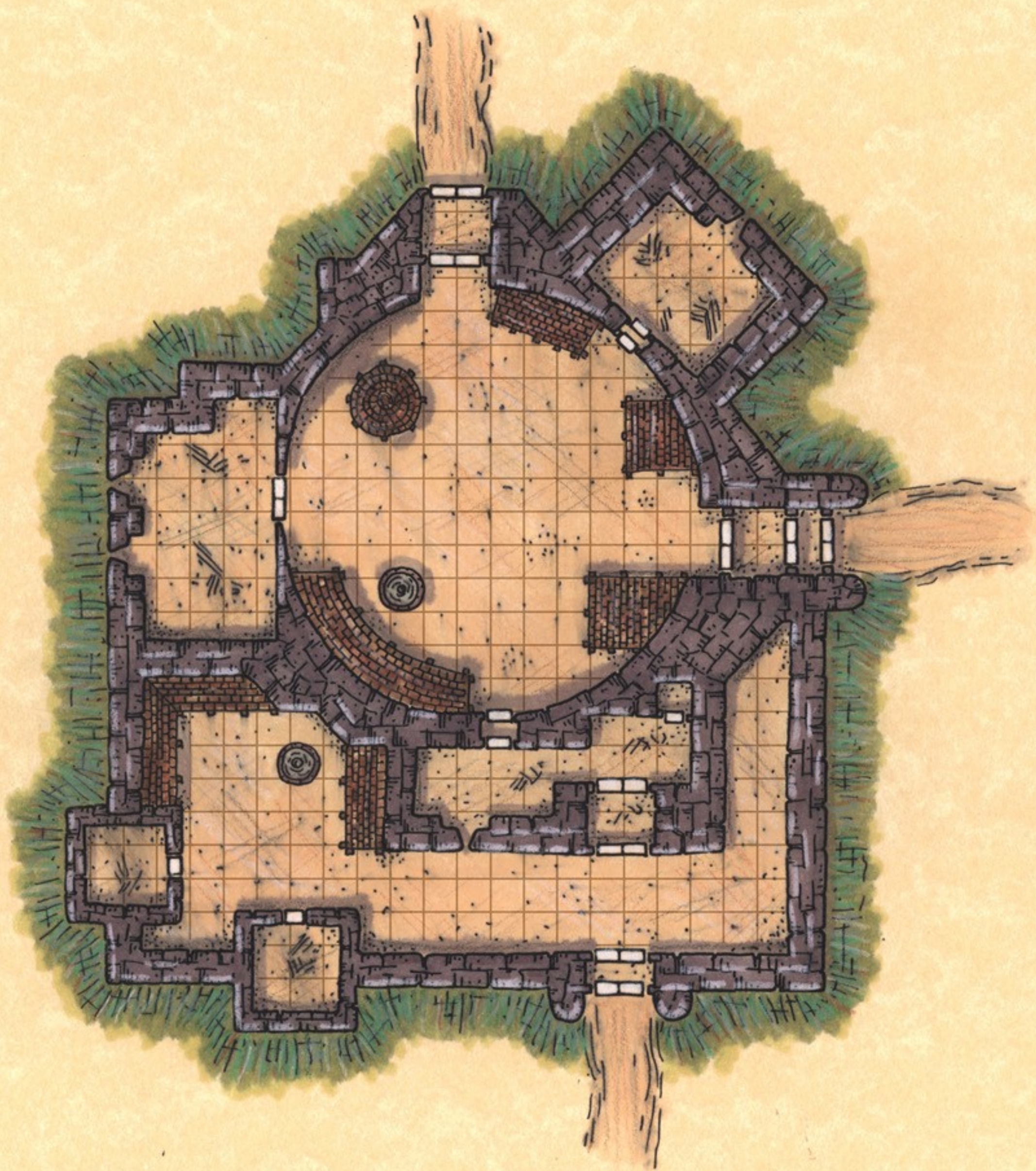
1 Entryway to
Reception Hall

Staircase

Pillars

Steps and Facade

T. GAMBLE
20-11





Ground Level

Balcony Level

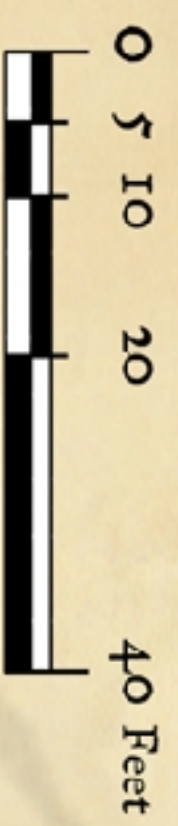
Statue

Steps

Base of Buttress

Column

Stairs up to Balcony



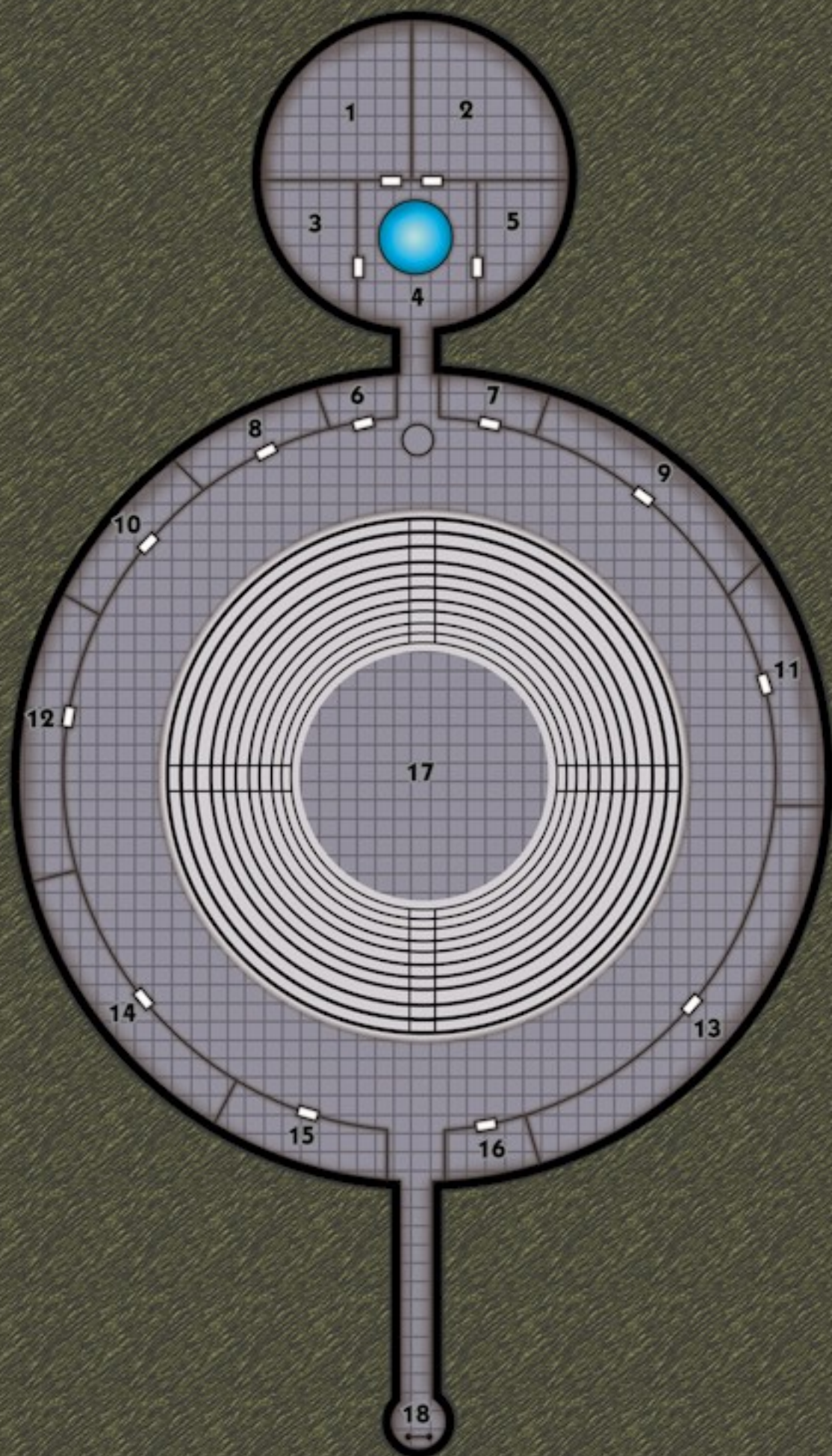
Temple of Rosque

Todd Gamble, Cartographer





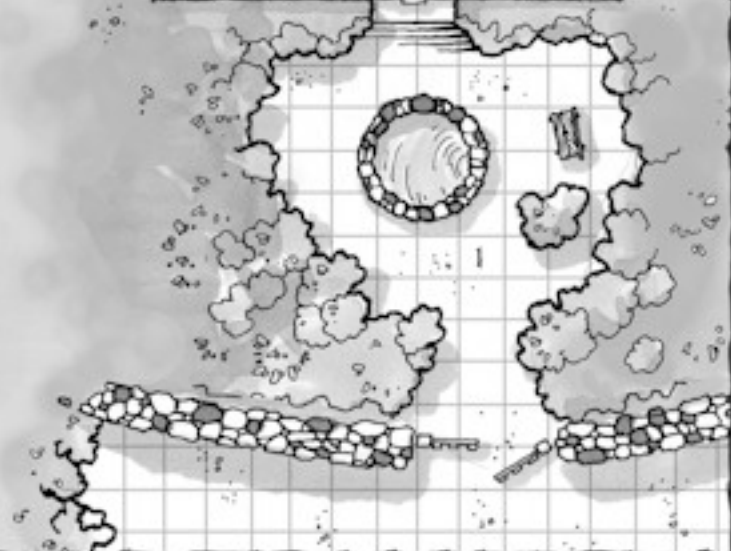
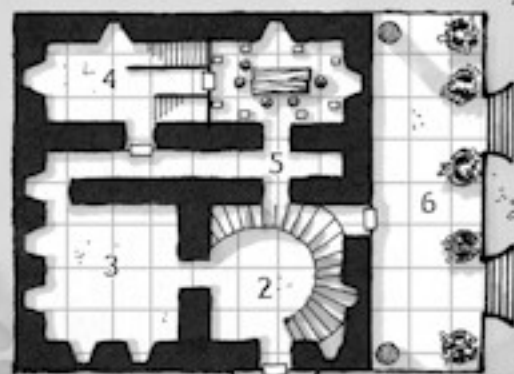
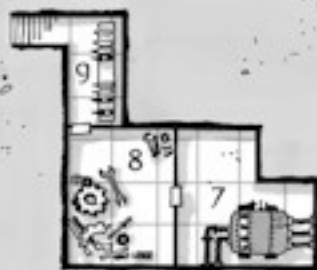


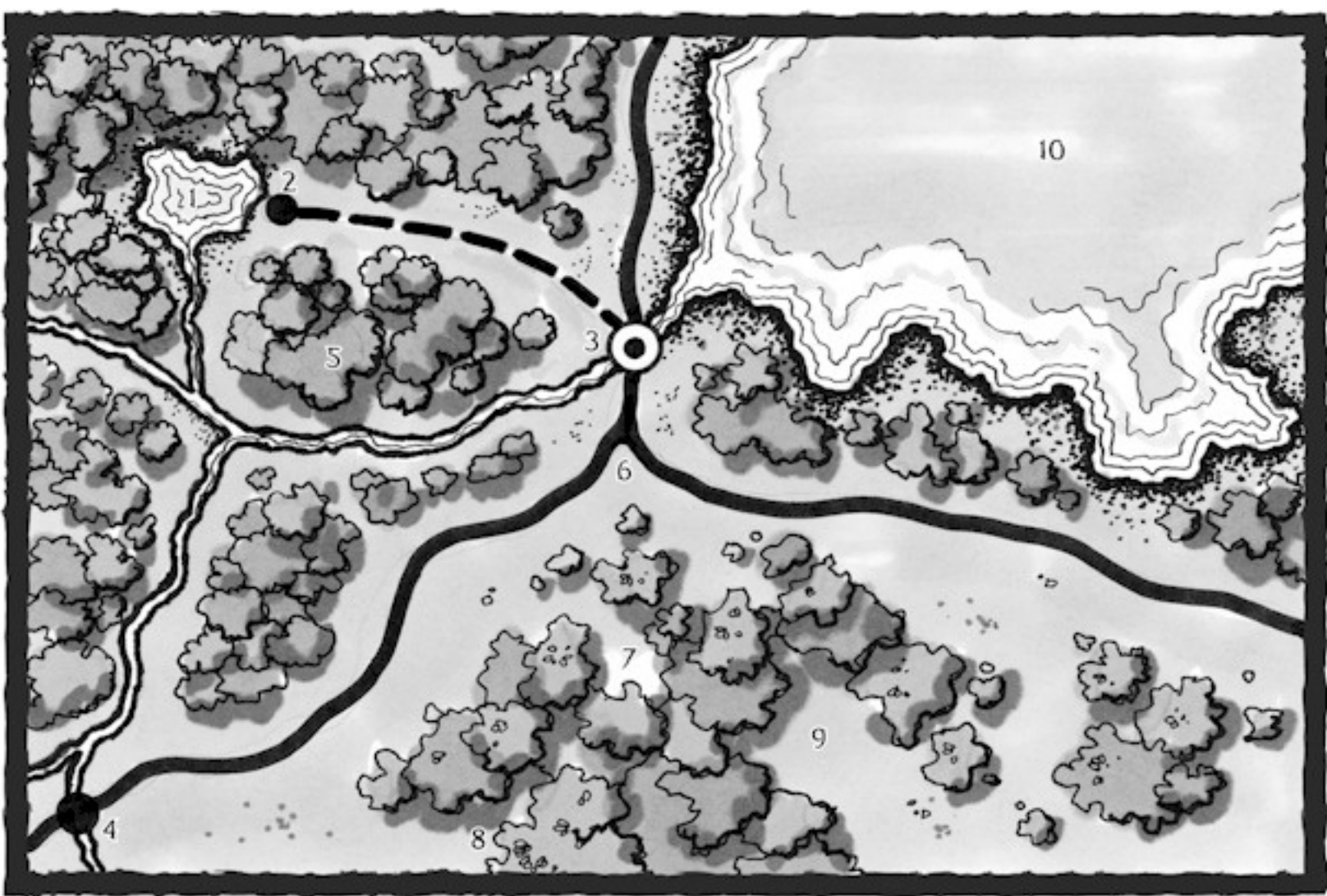


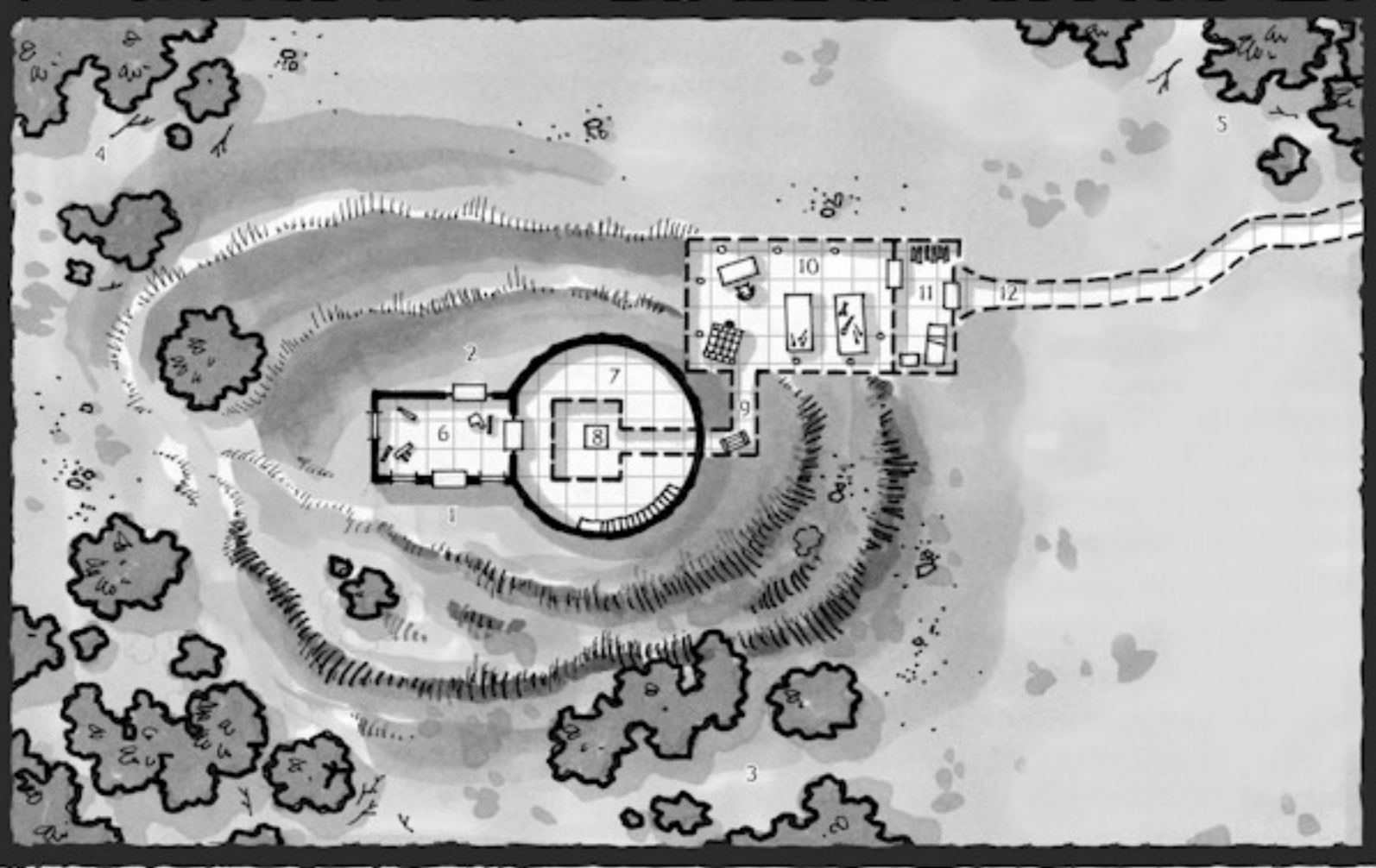


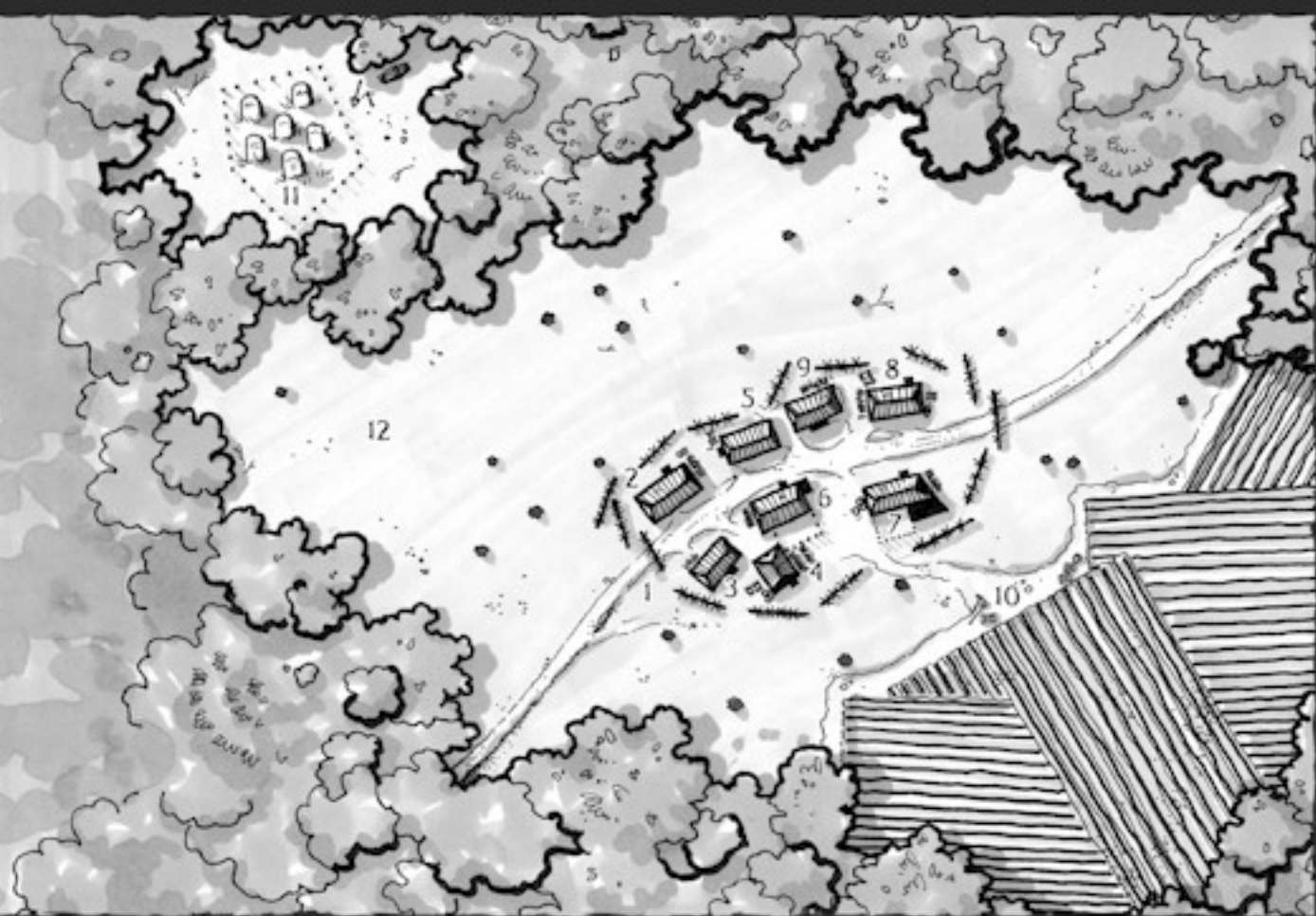
The Dungeon

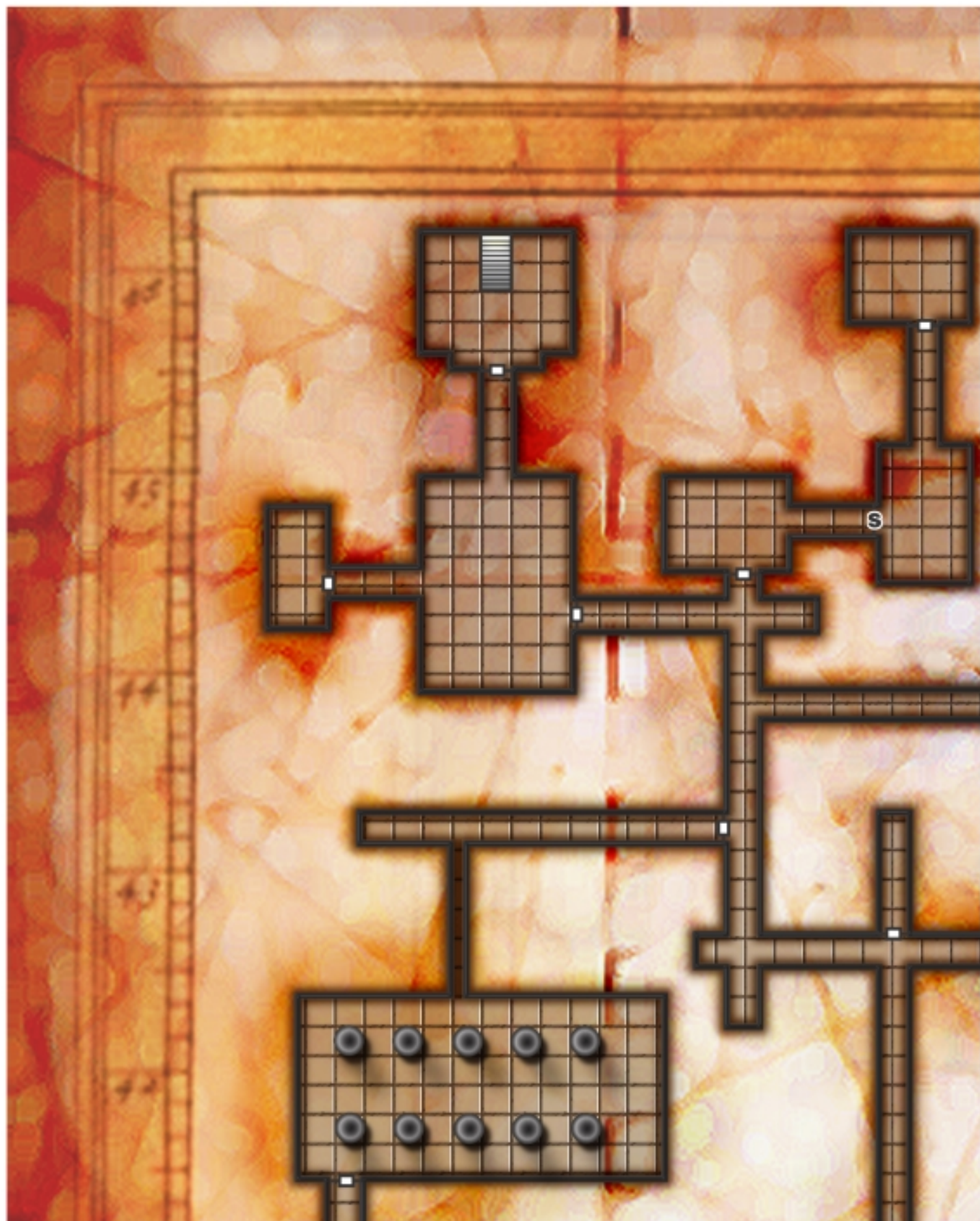




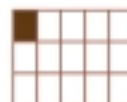


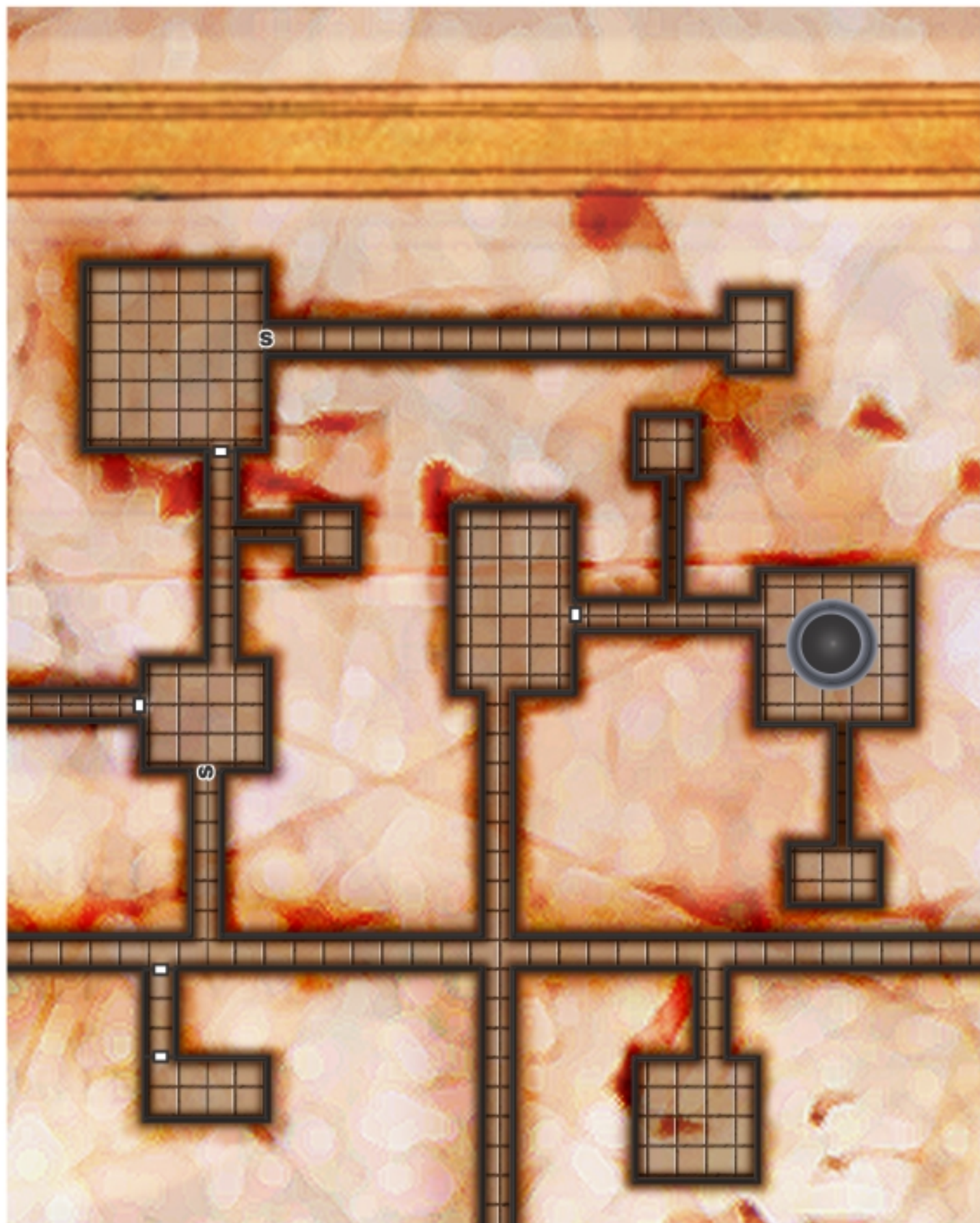




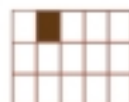


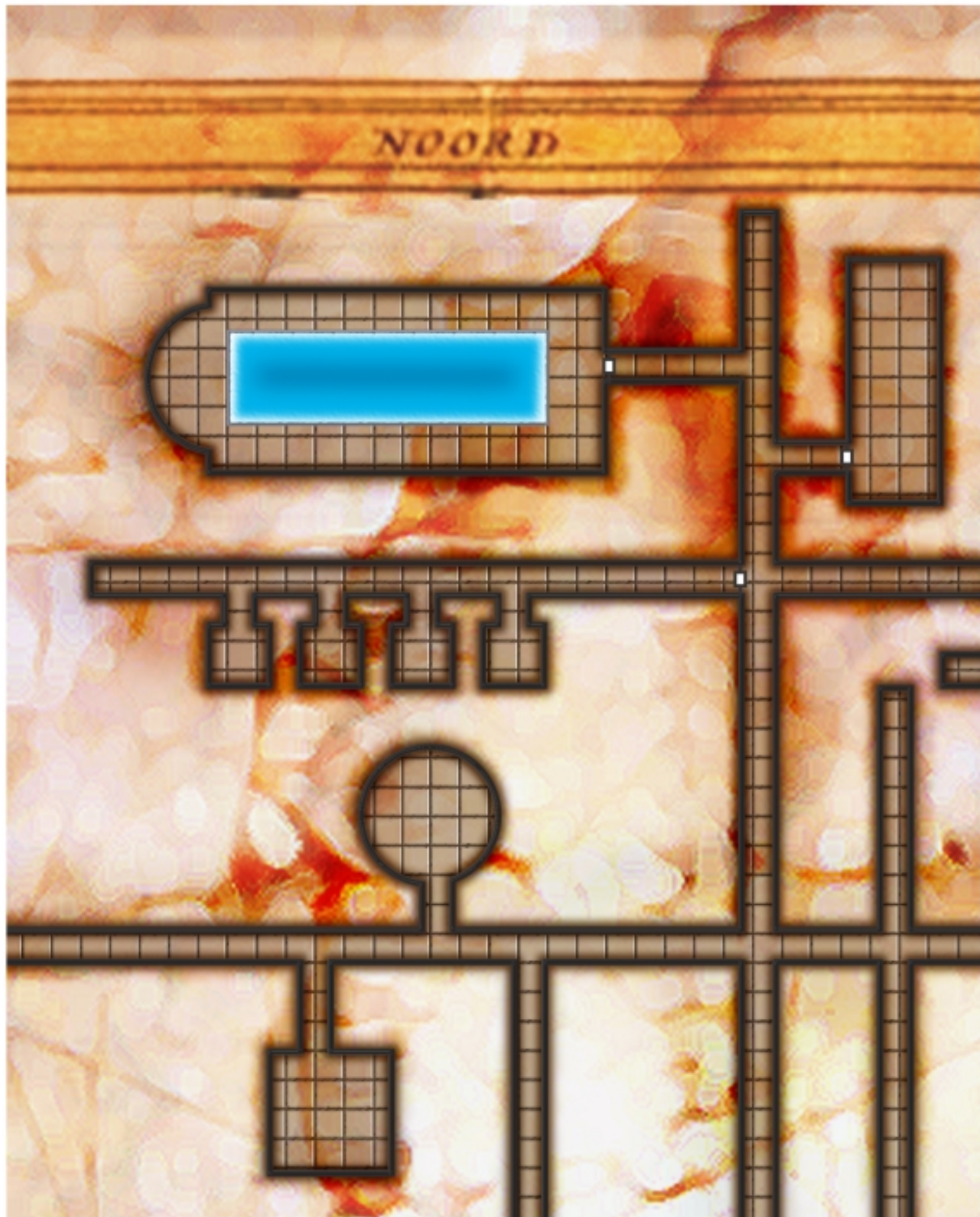
Mini Map Layout Diagram



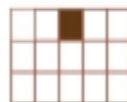


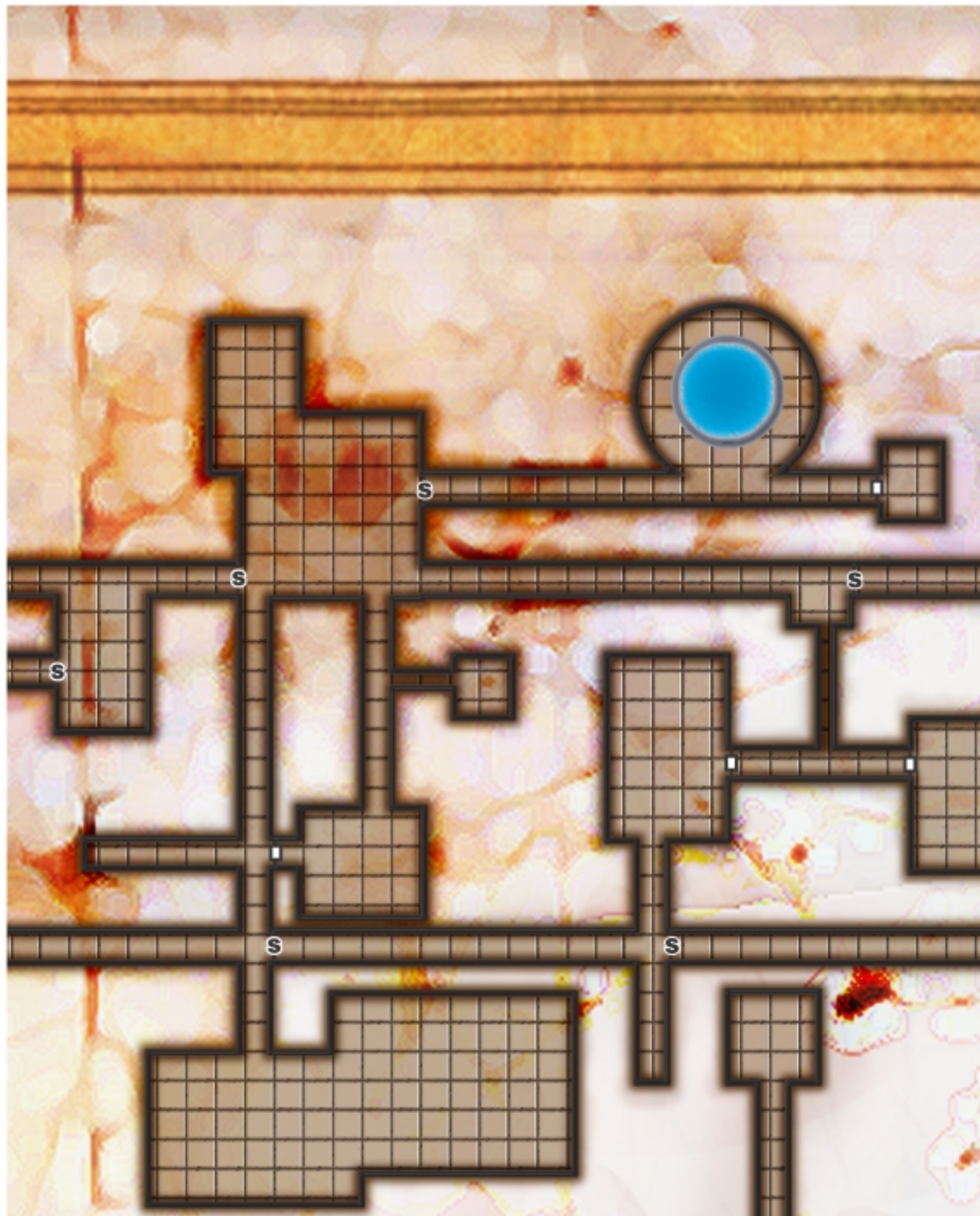
Mini Map Layout Diagram



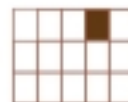


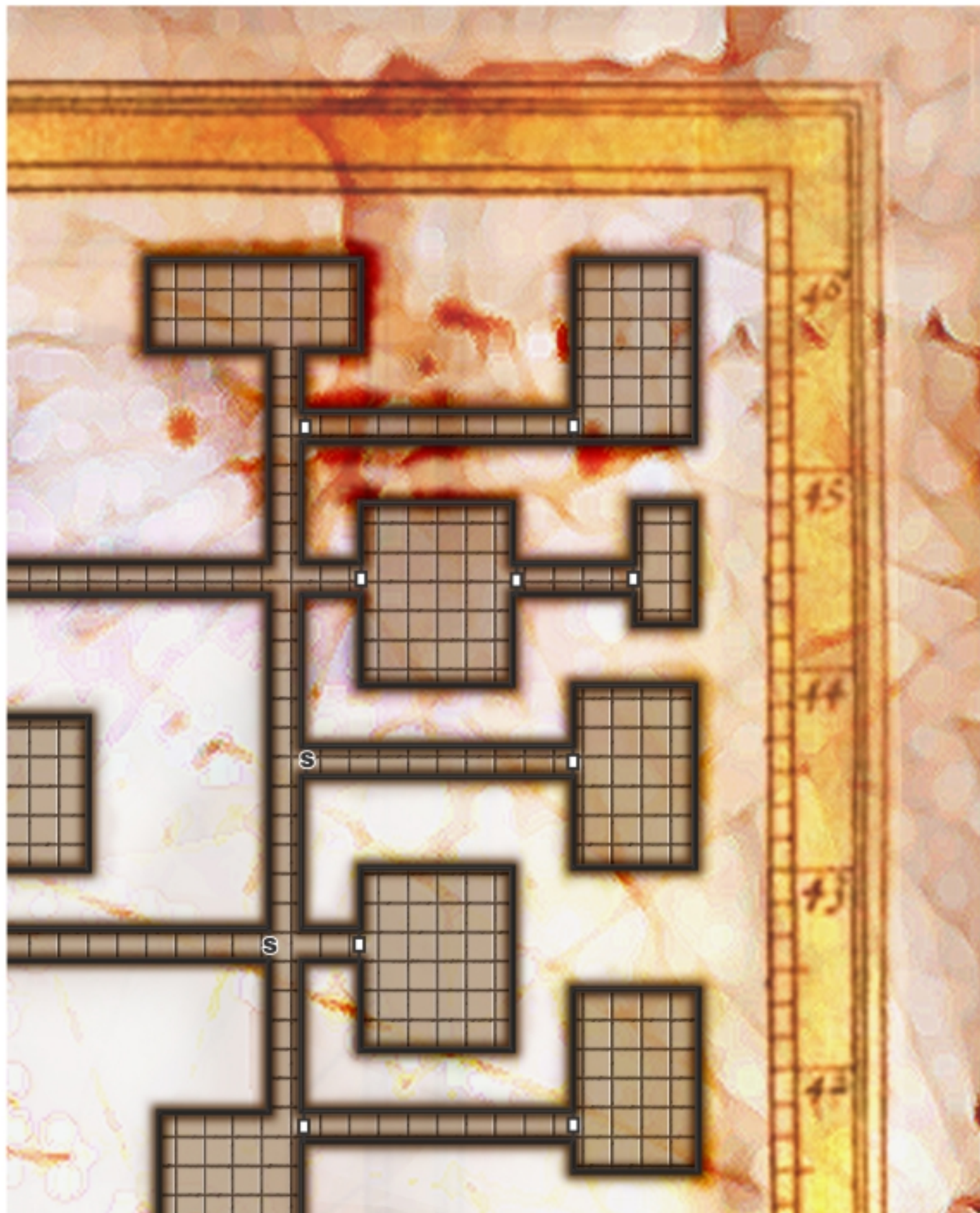
Mini Map Layout Diagram



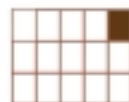


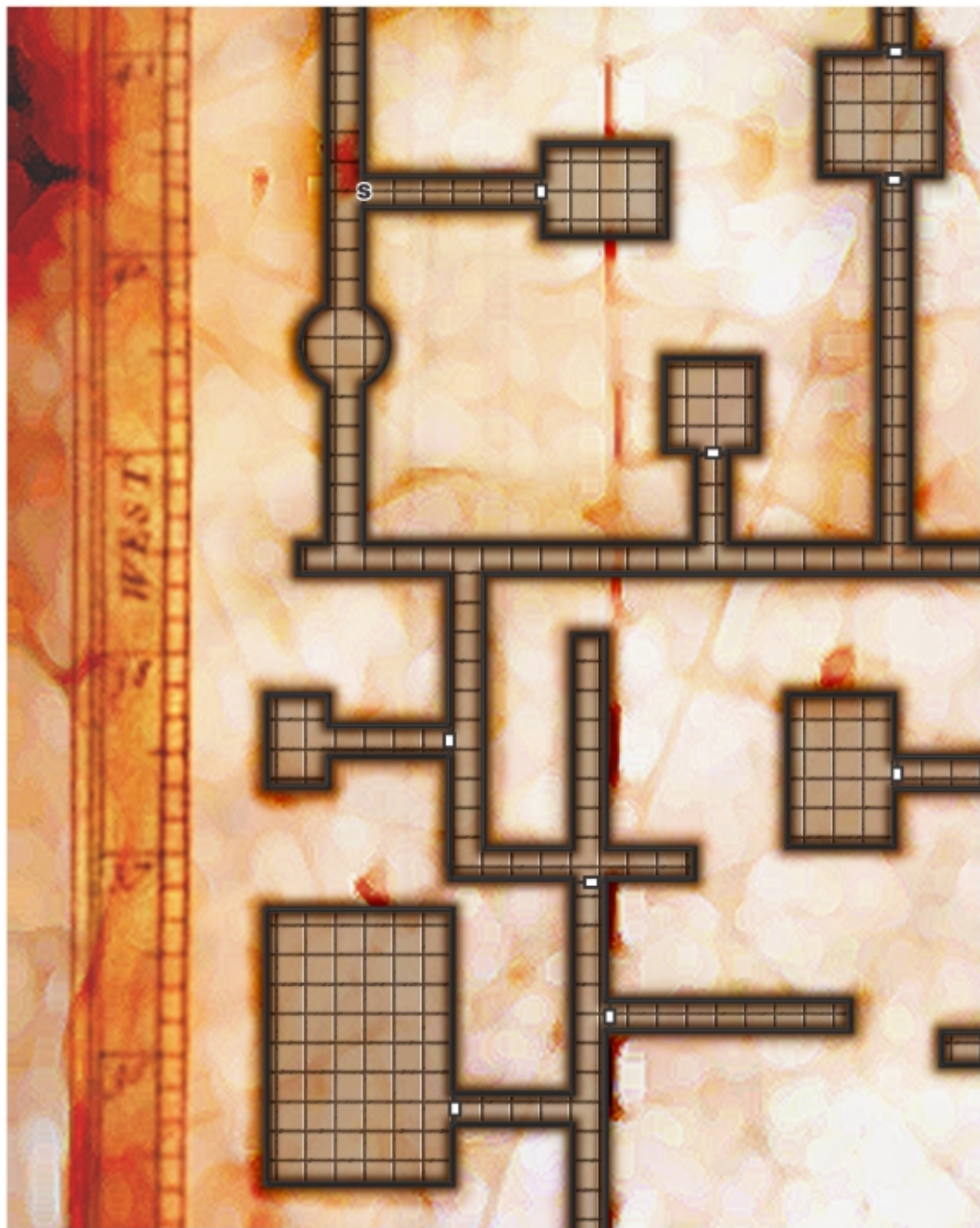
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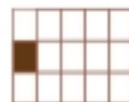


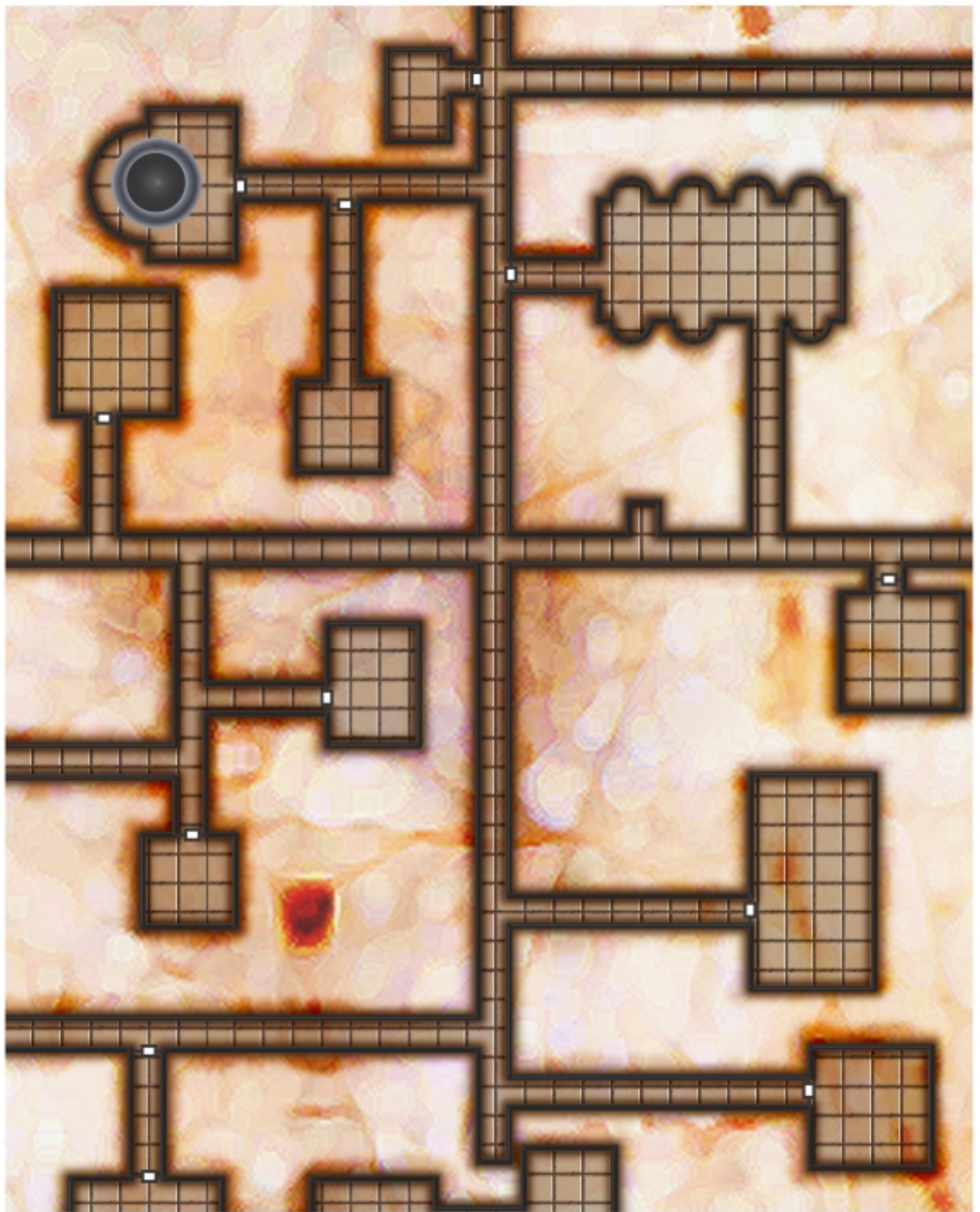
Mini Map Layout Diagram



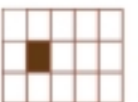


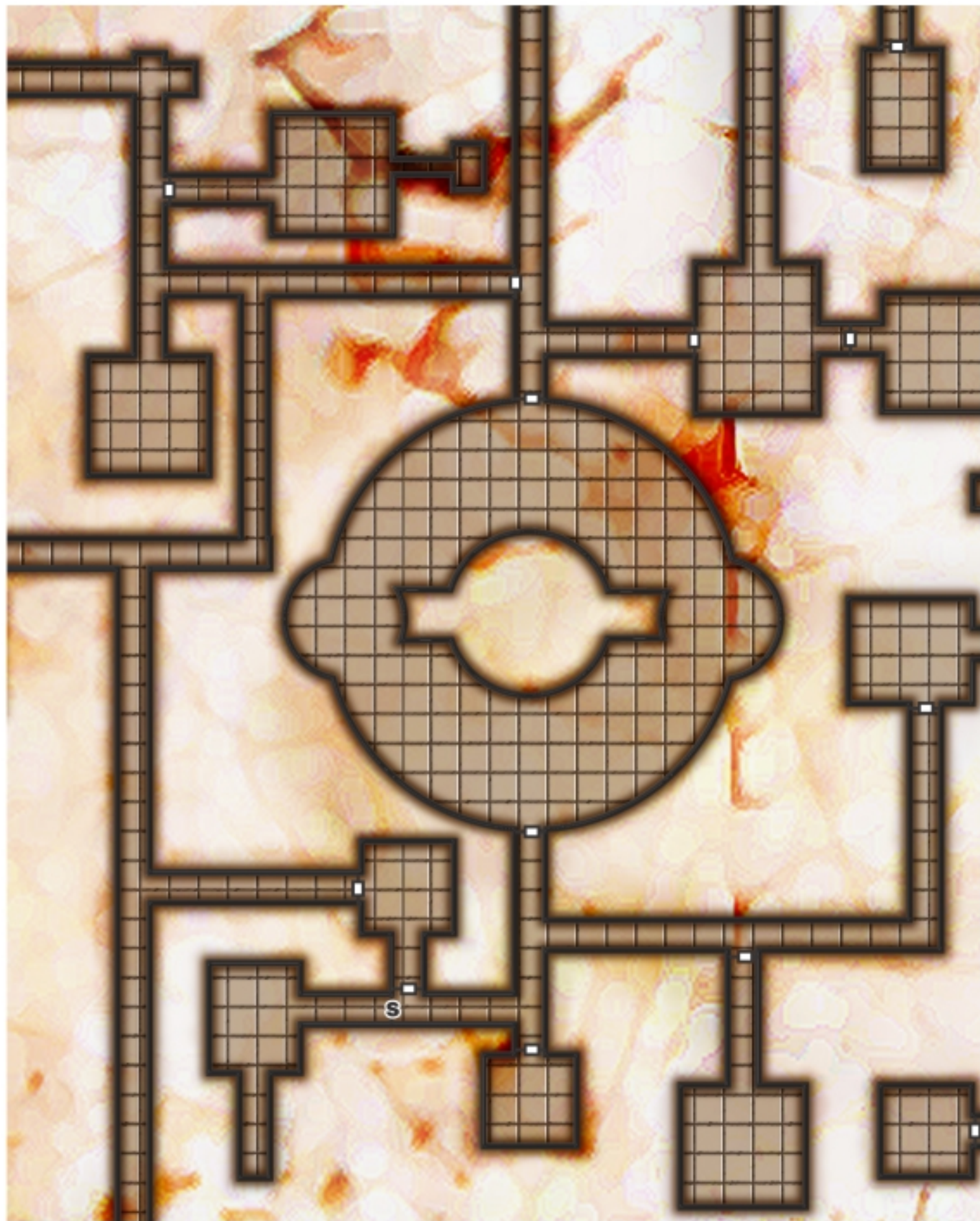
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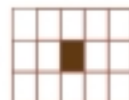


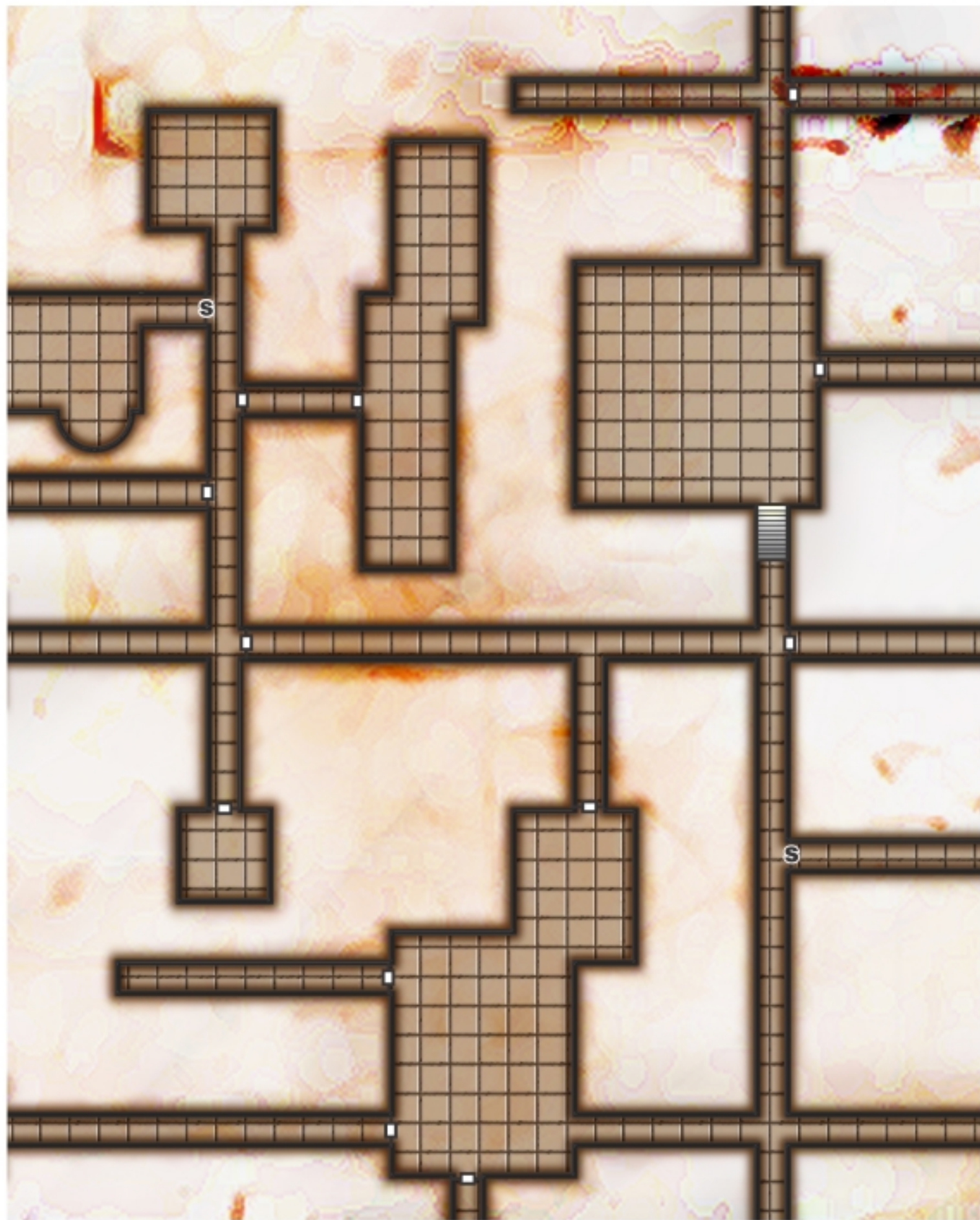
Mini Map Layout Diagram



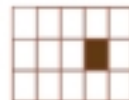


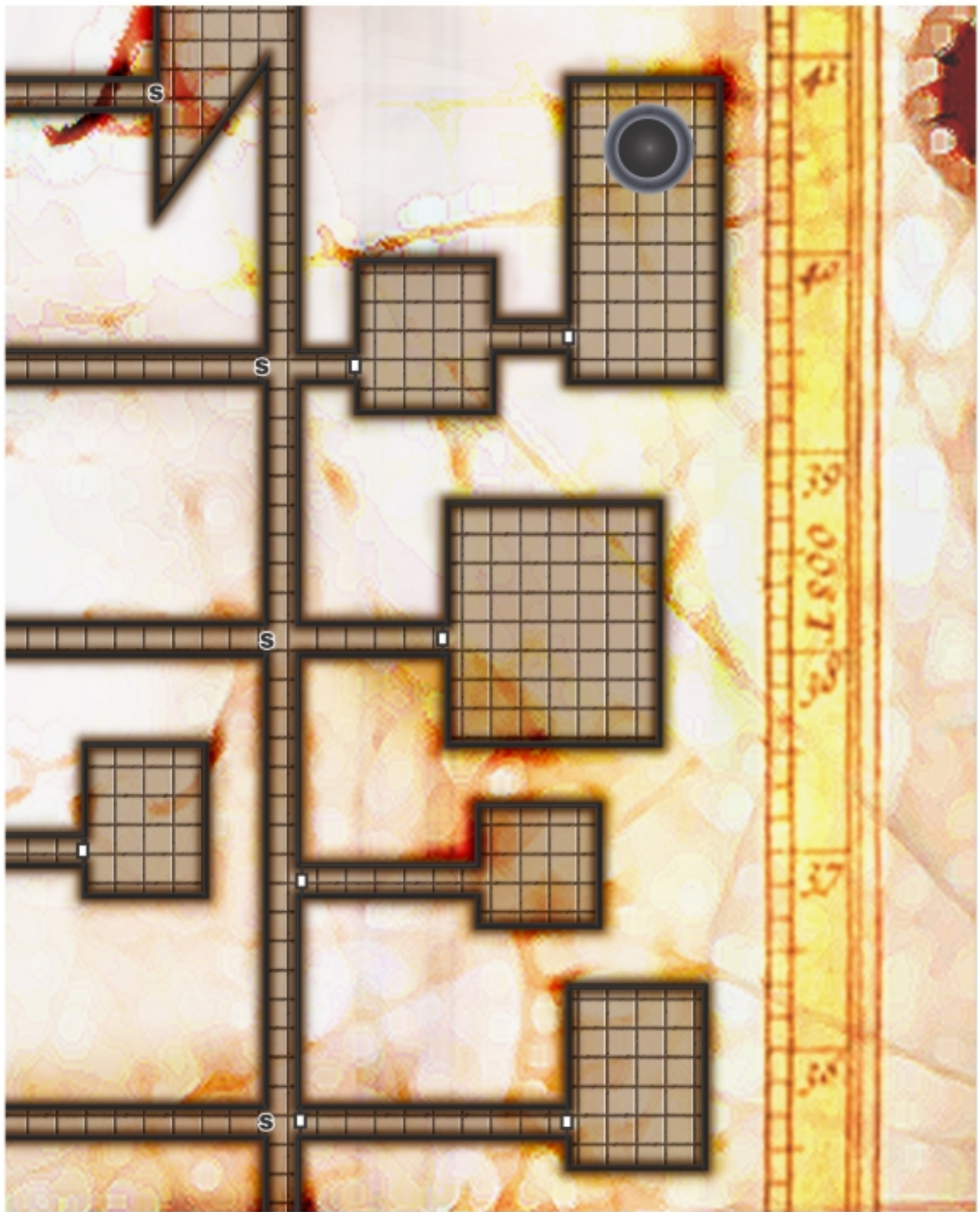
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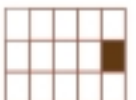


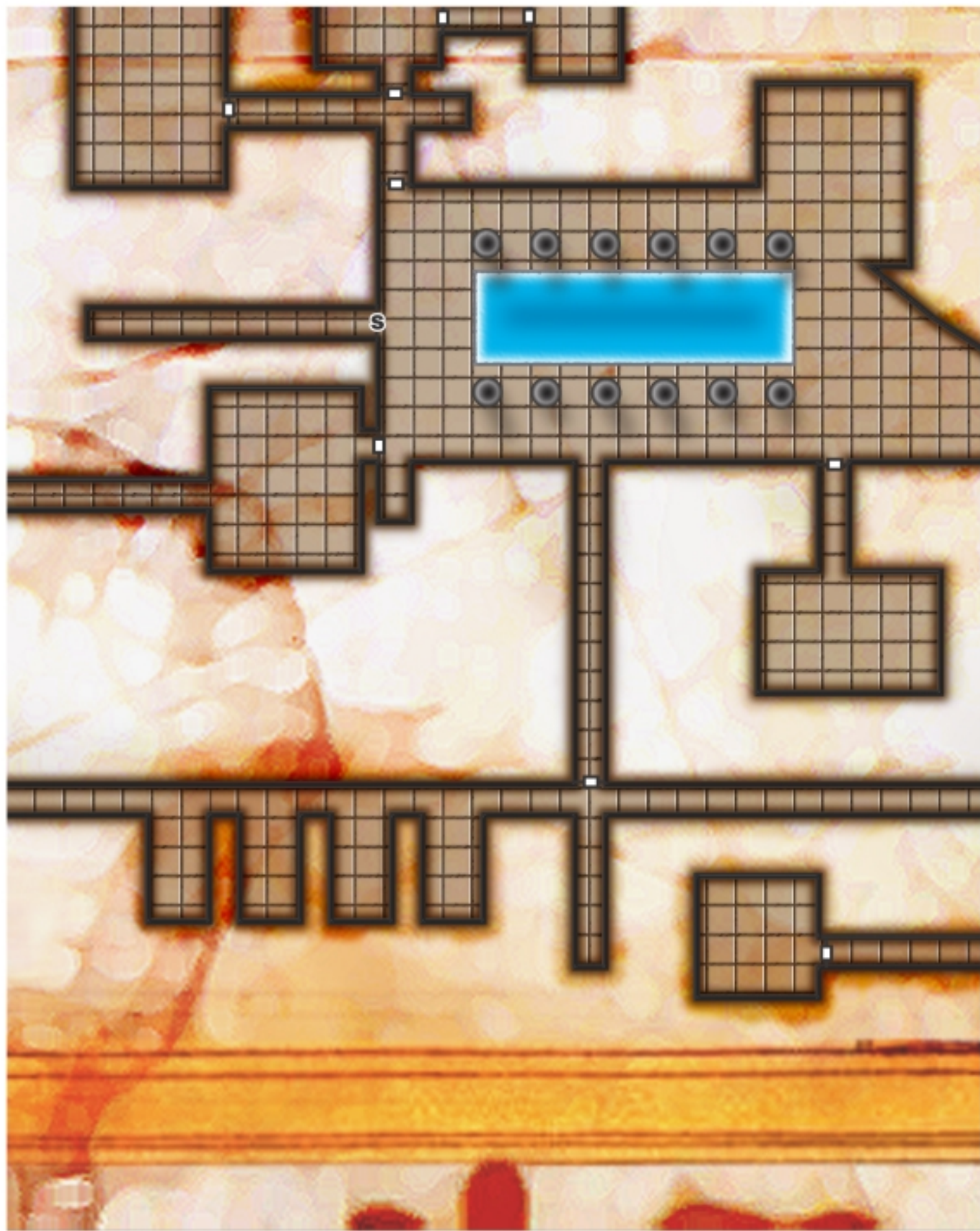
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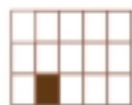


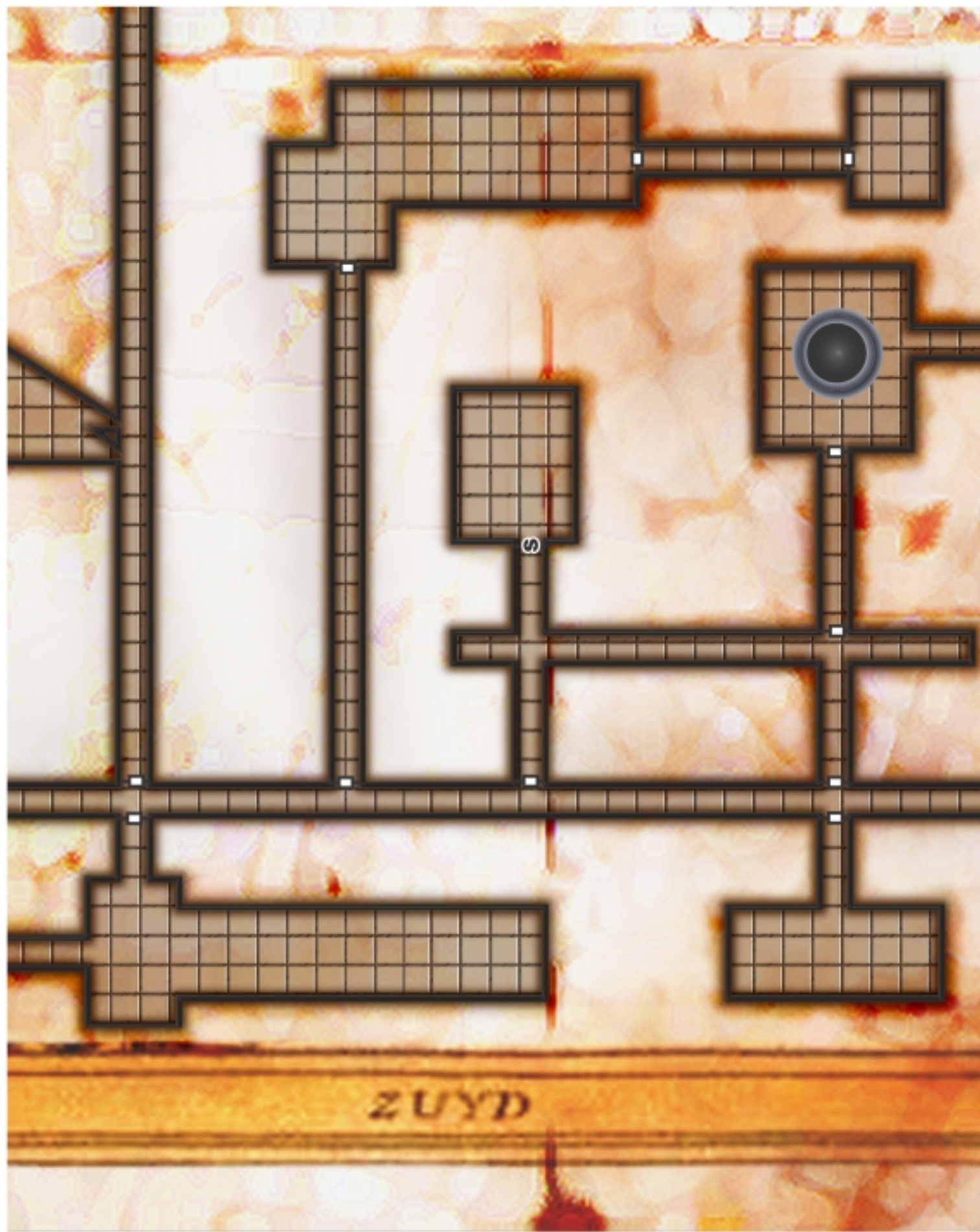
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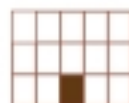


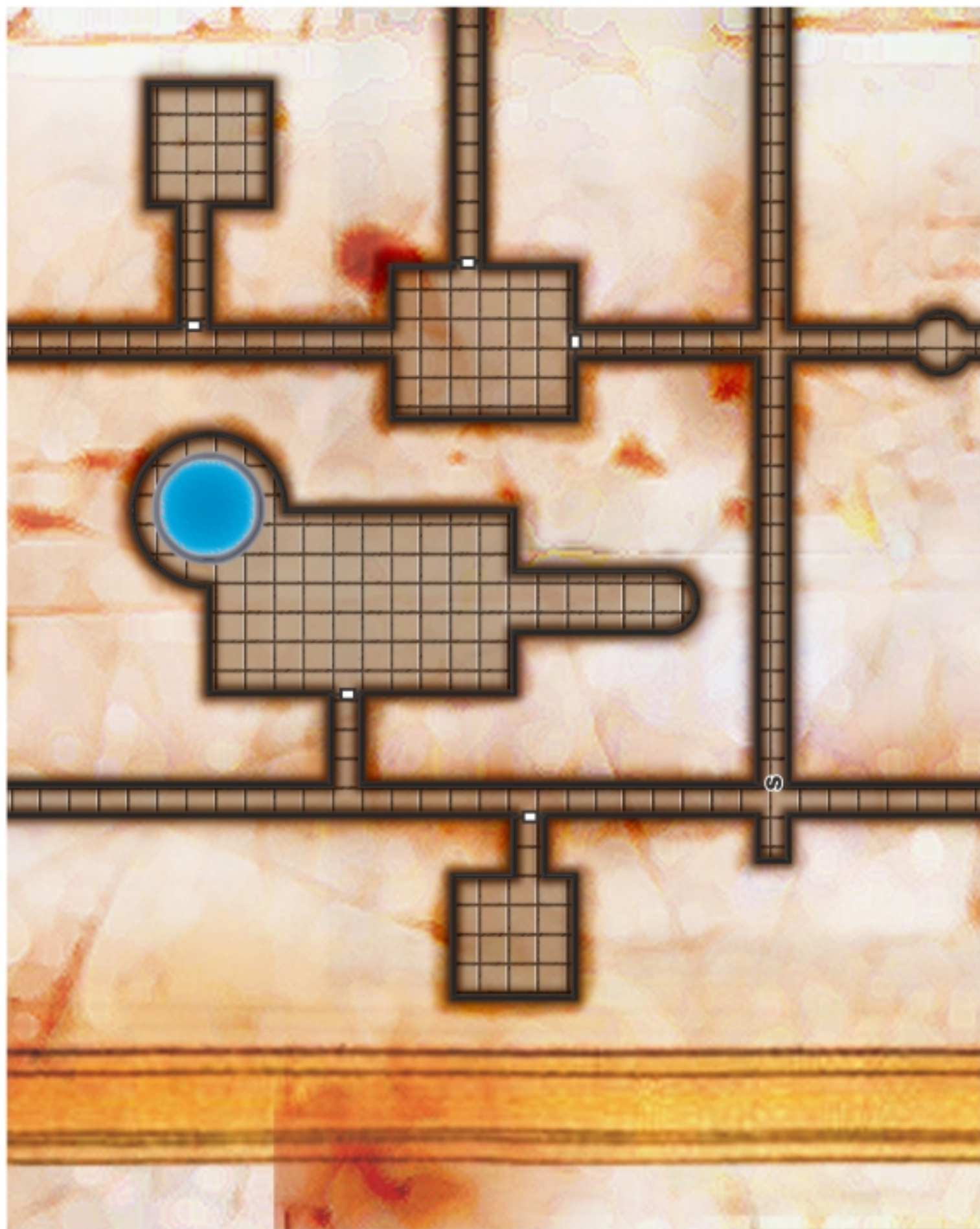
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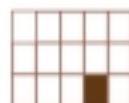


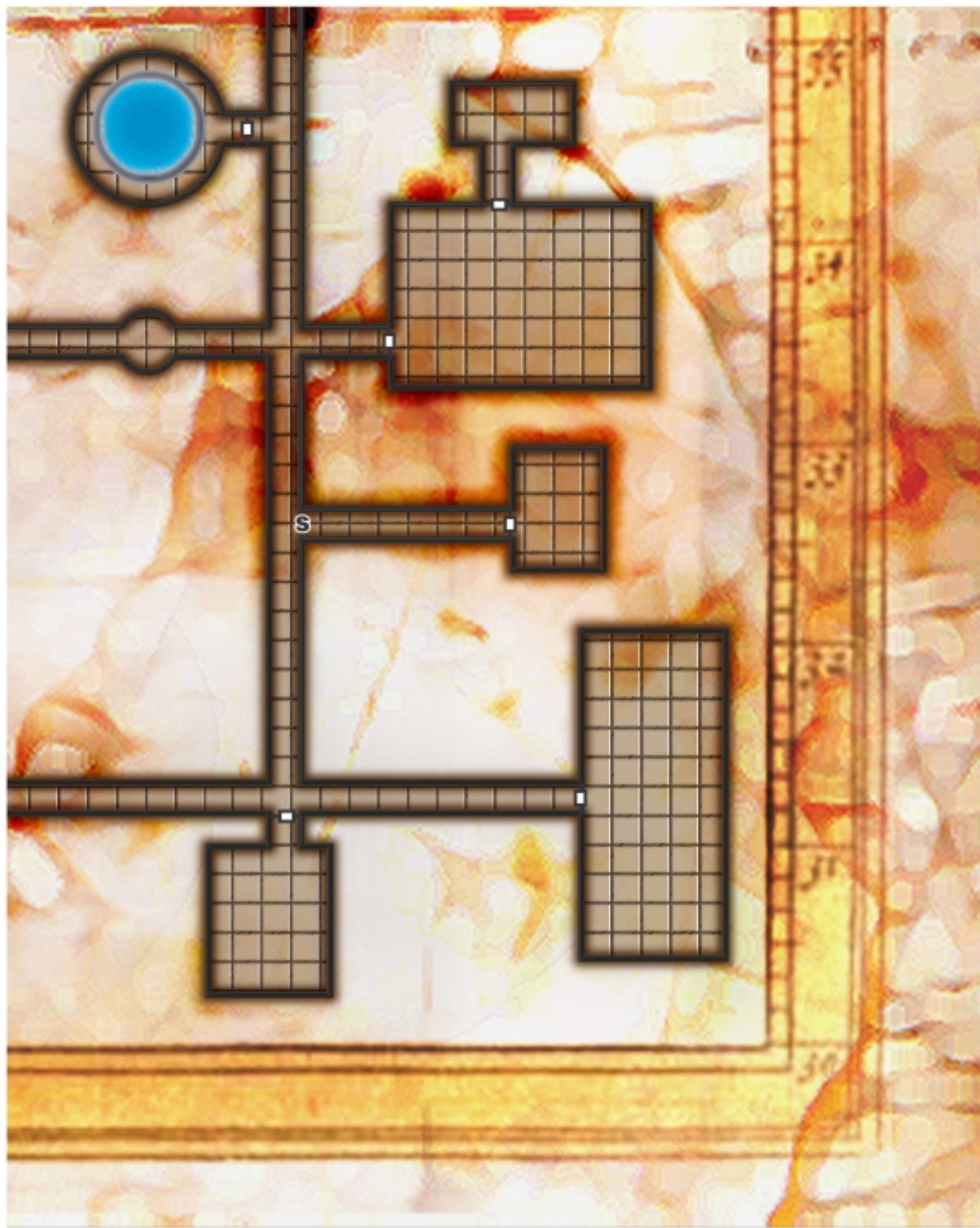
Mini Map Layout Diagram





Mini Map Layout Diagram





Mini Map Layout Diagram



Tower Of

Deception



Level Nine



Level Eight



Level Seven



Level Six



Level Five



Level Four



Level Three



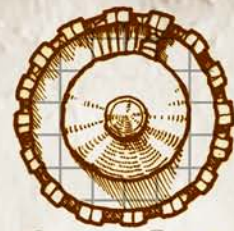
Level Two



Level One

One Square Equals 5 feet

Tower Of Deception



Level Nine



Level Eight



Level Seven



Level Six



Level Five



Level Four



Level Two



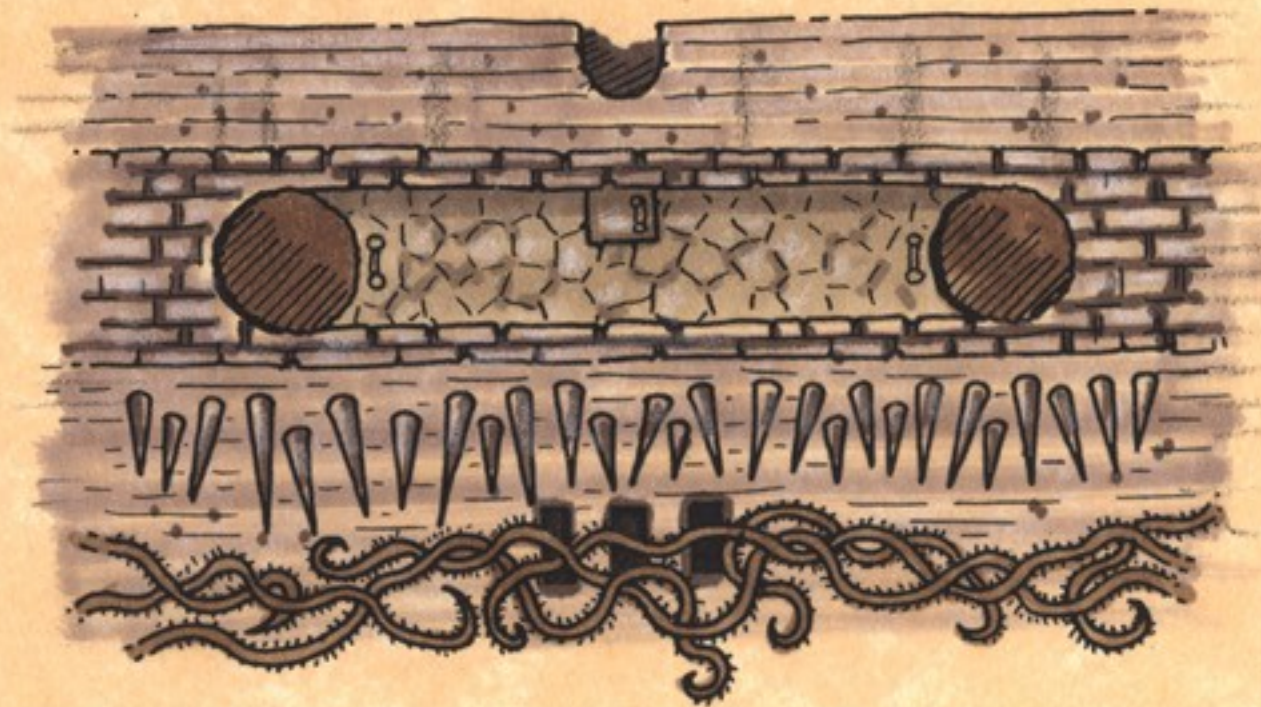
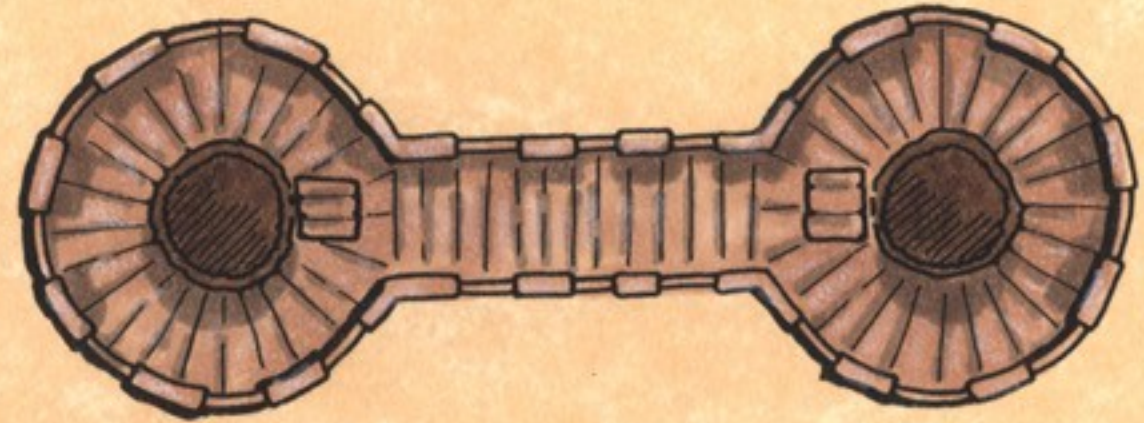
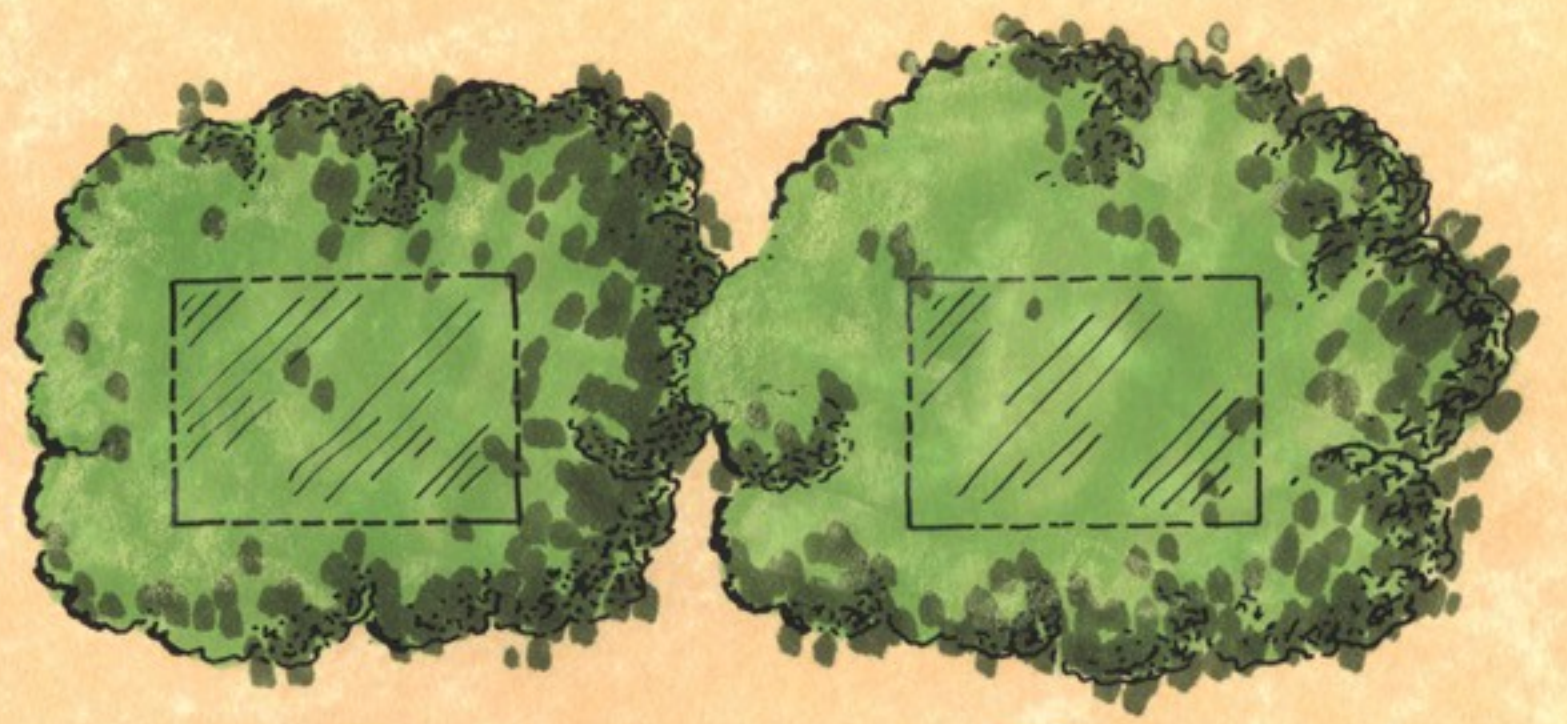
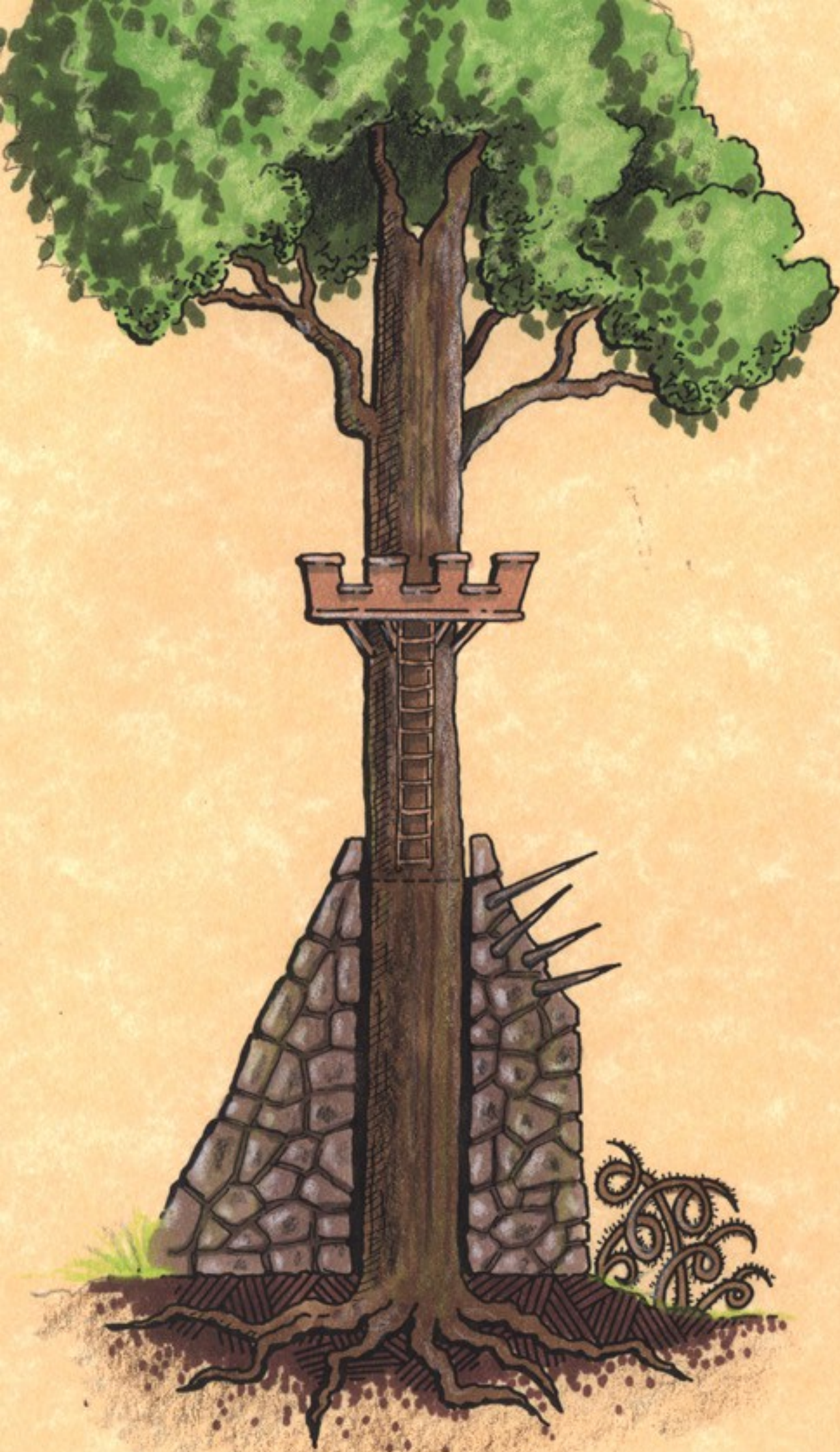
Level Three

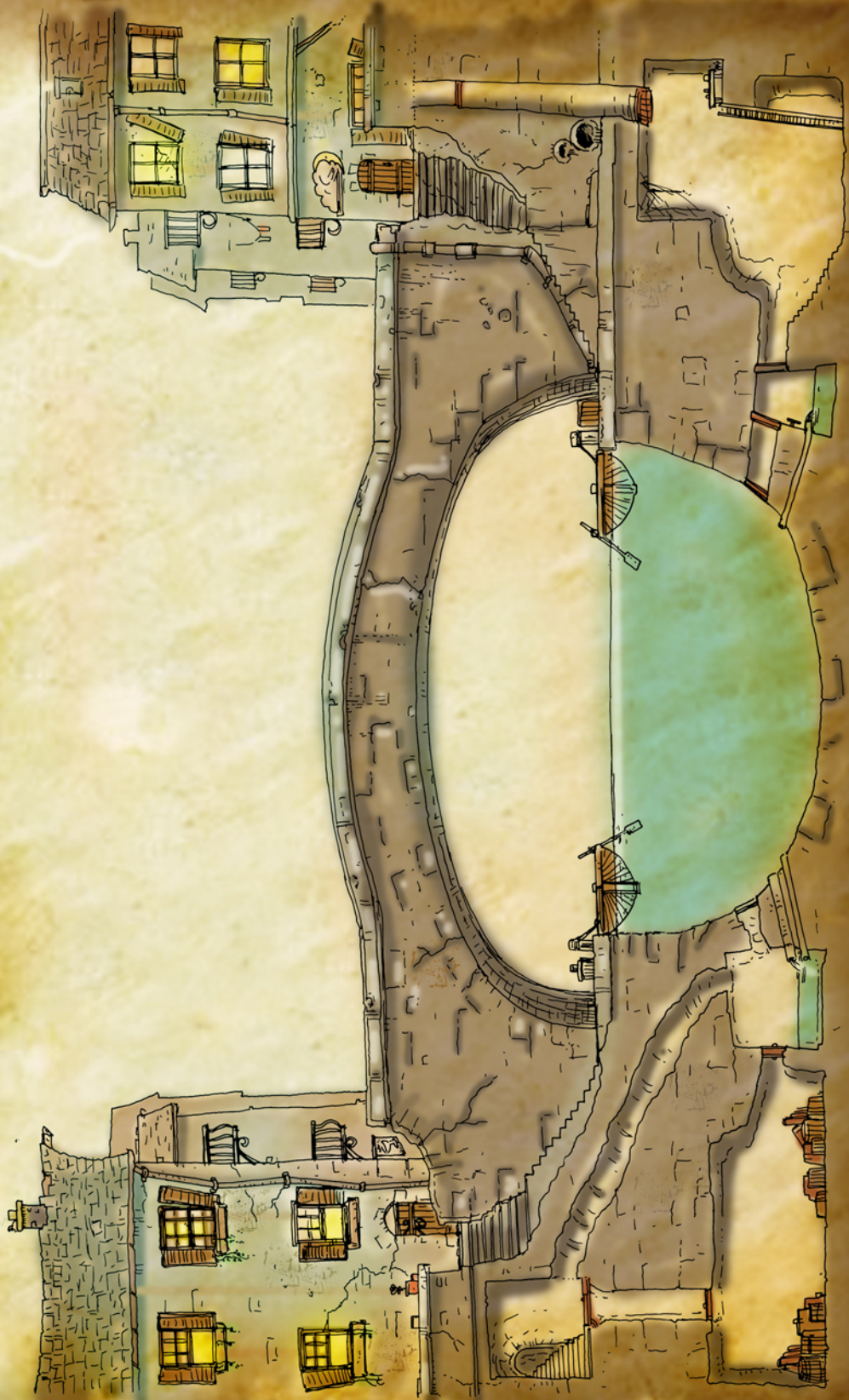


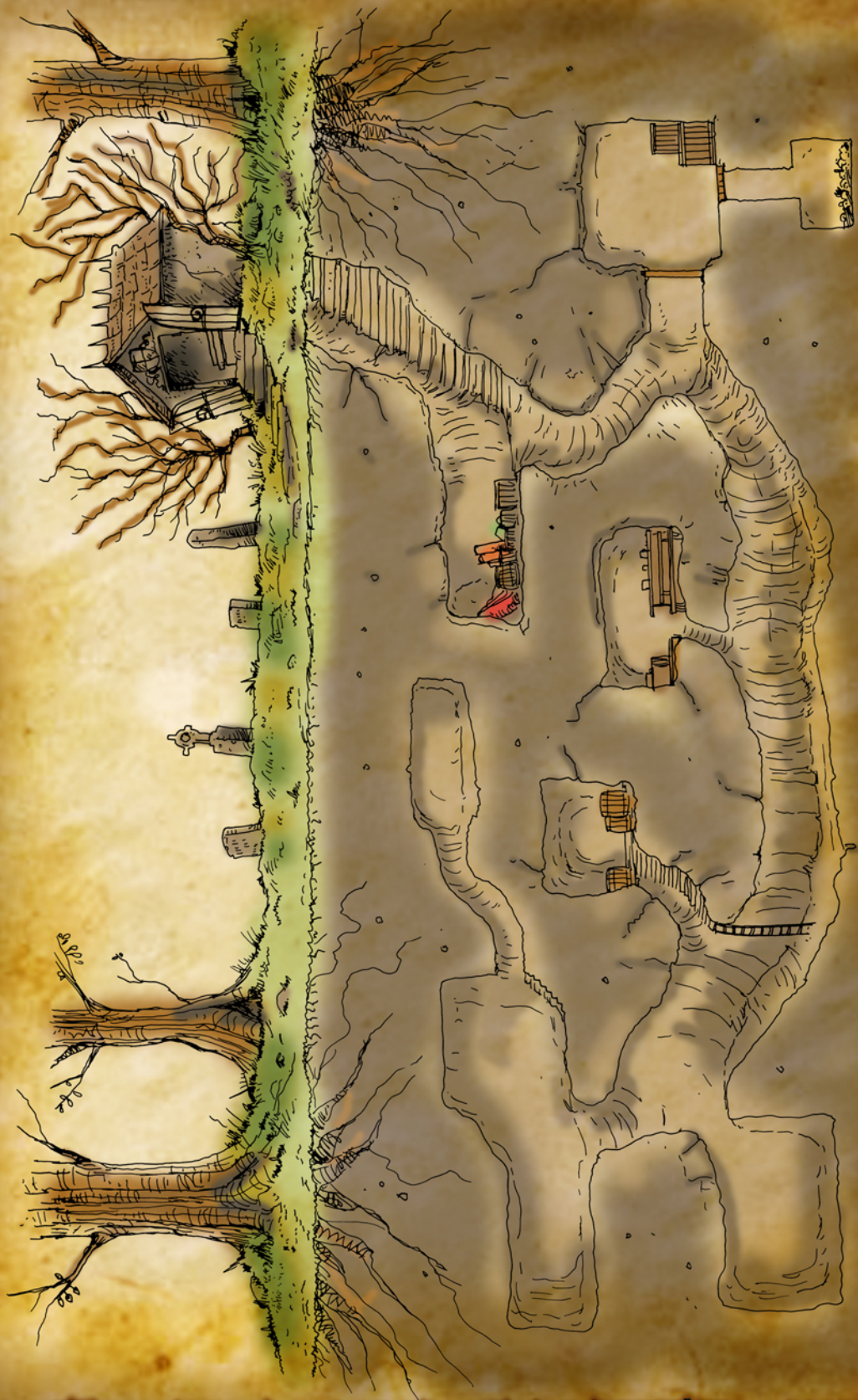
Level One

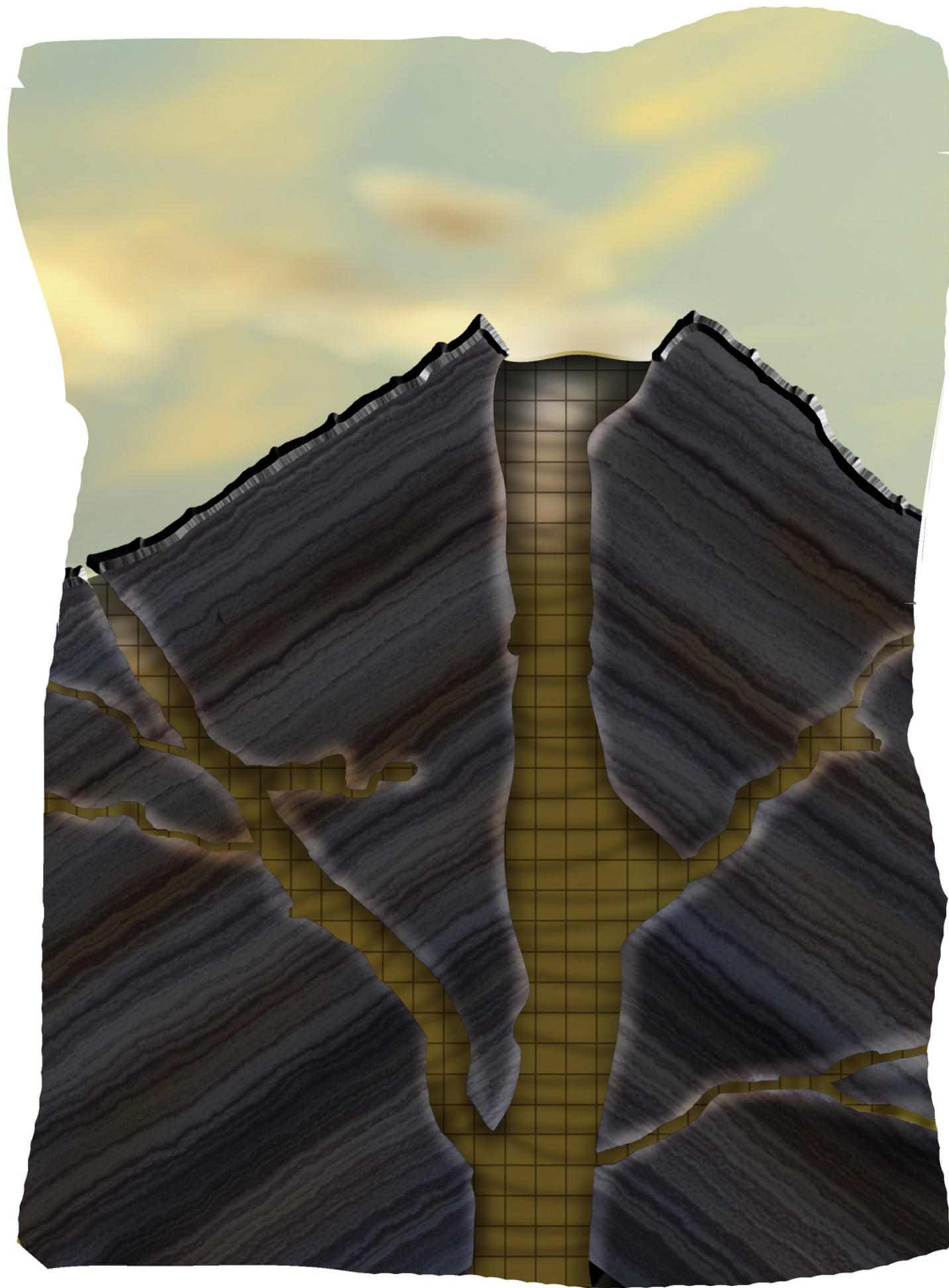
One Square Equals 5 feet

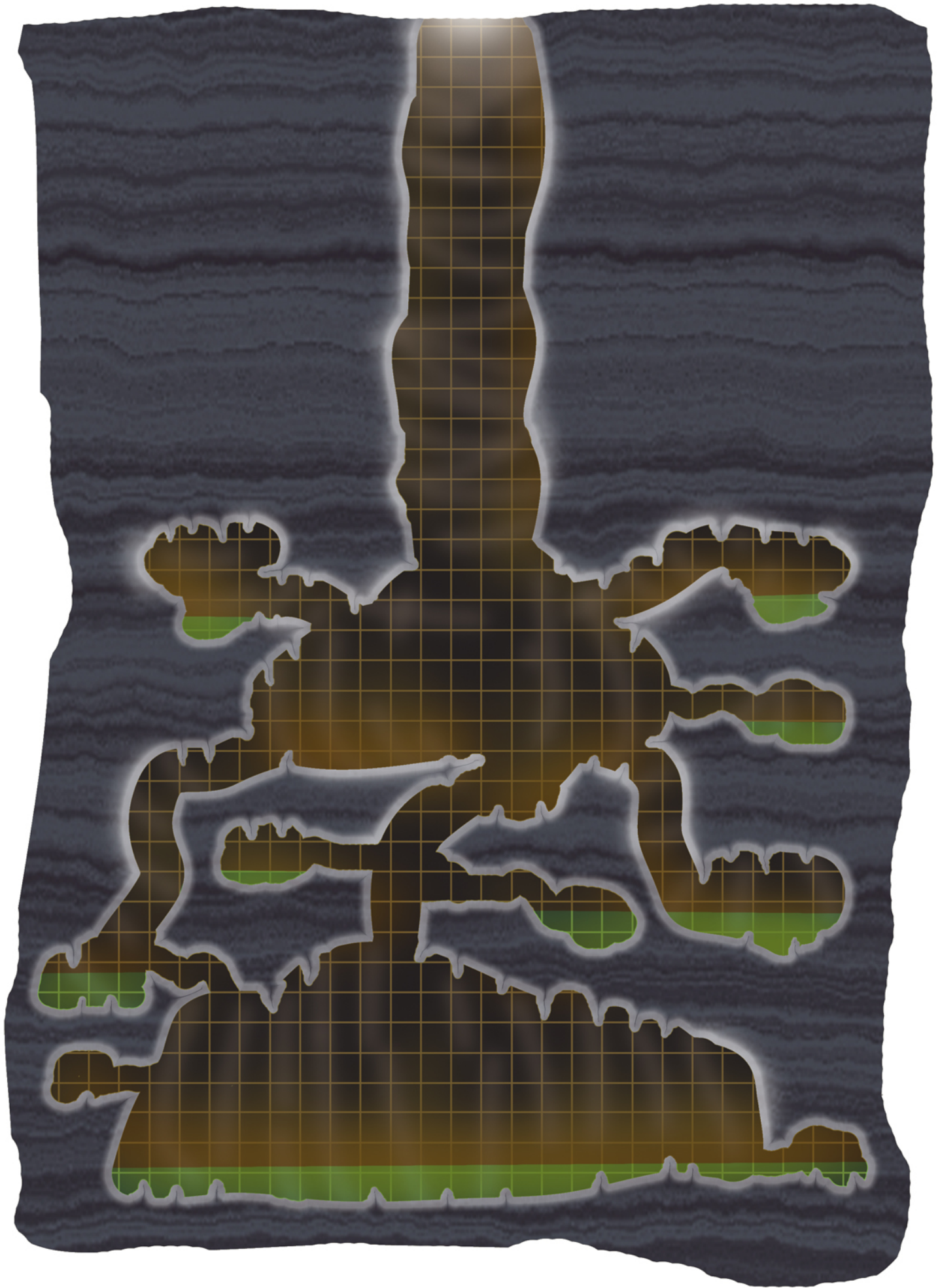
T. GAMBLE
2011

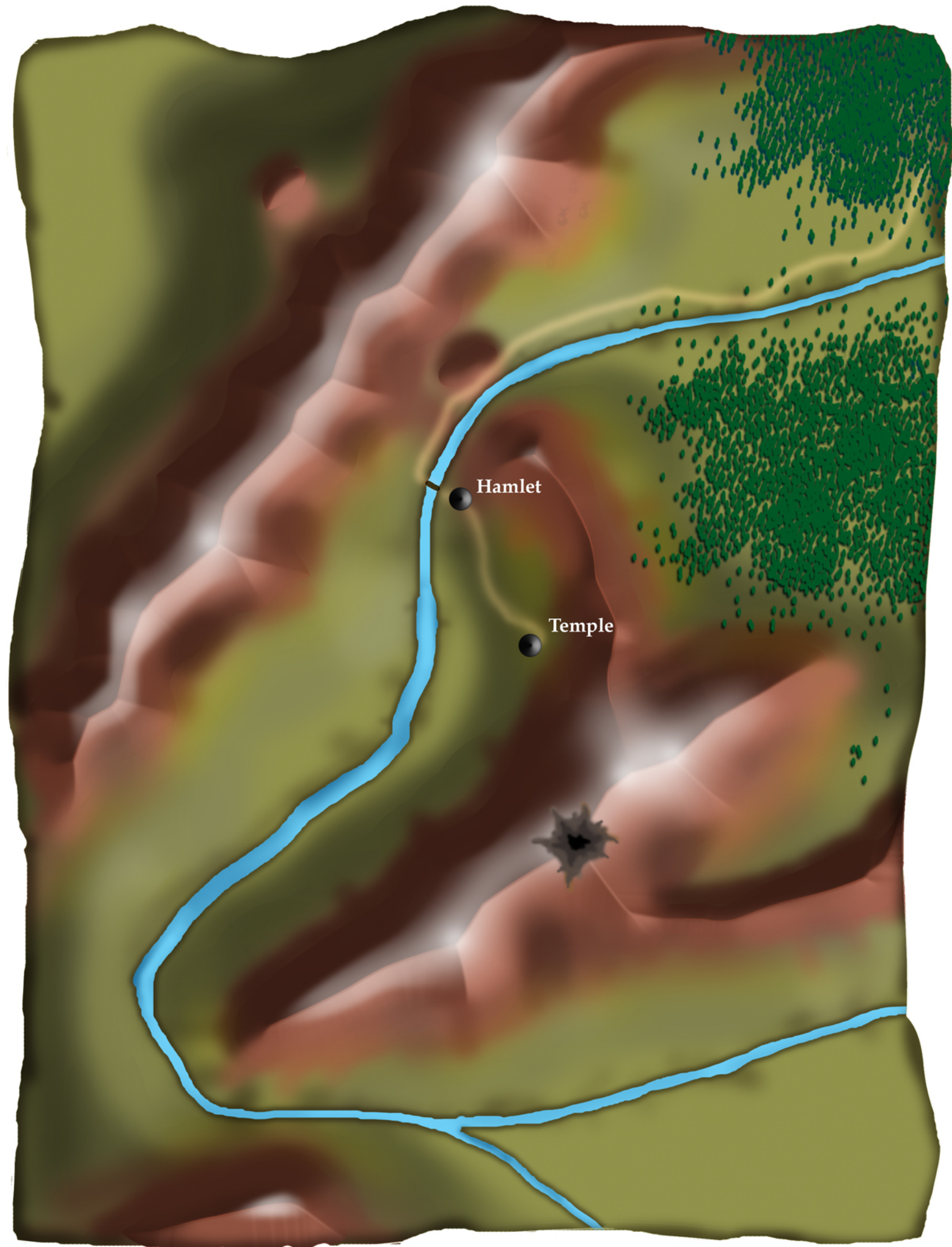


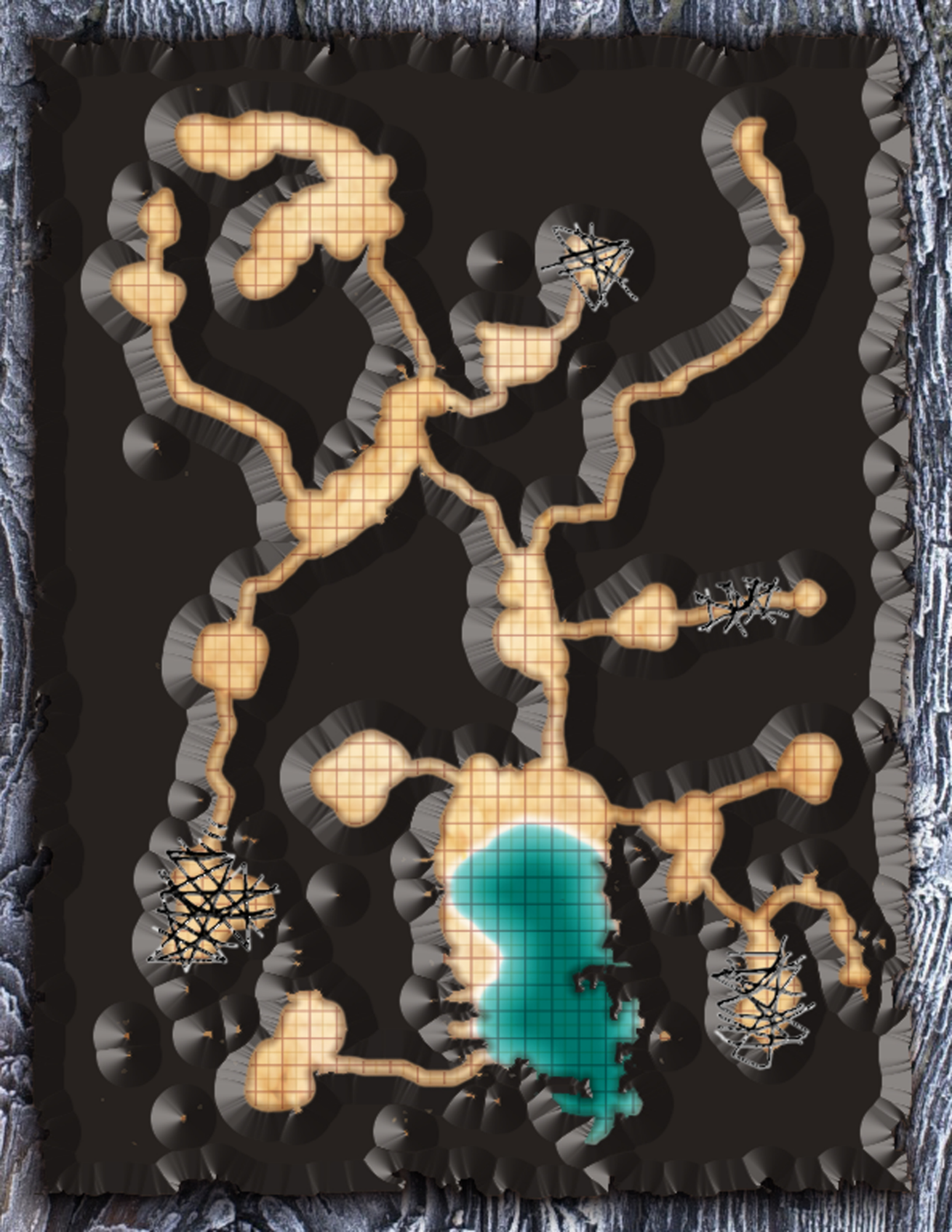




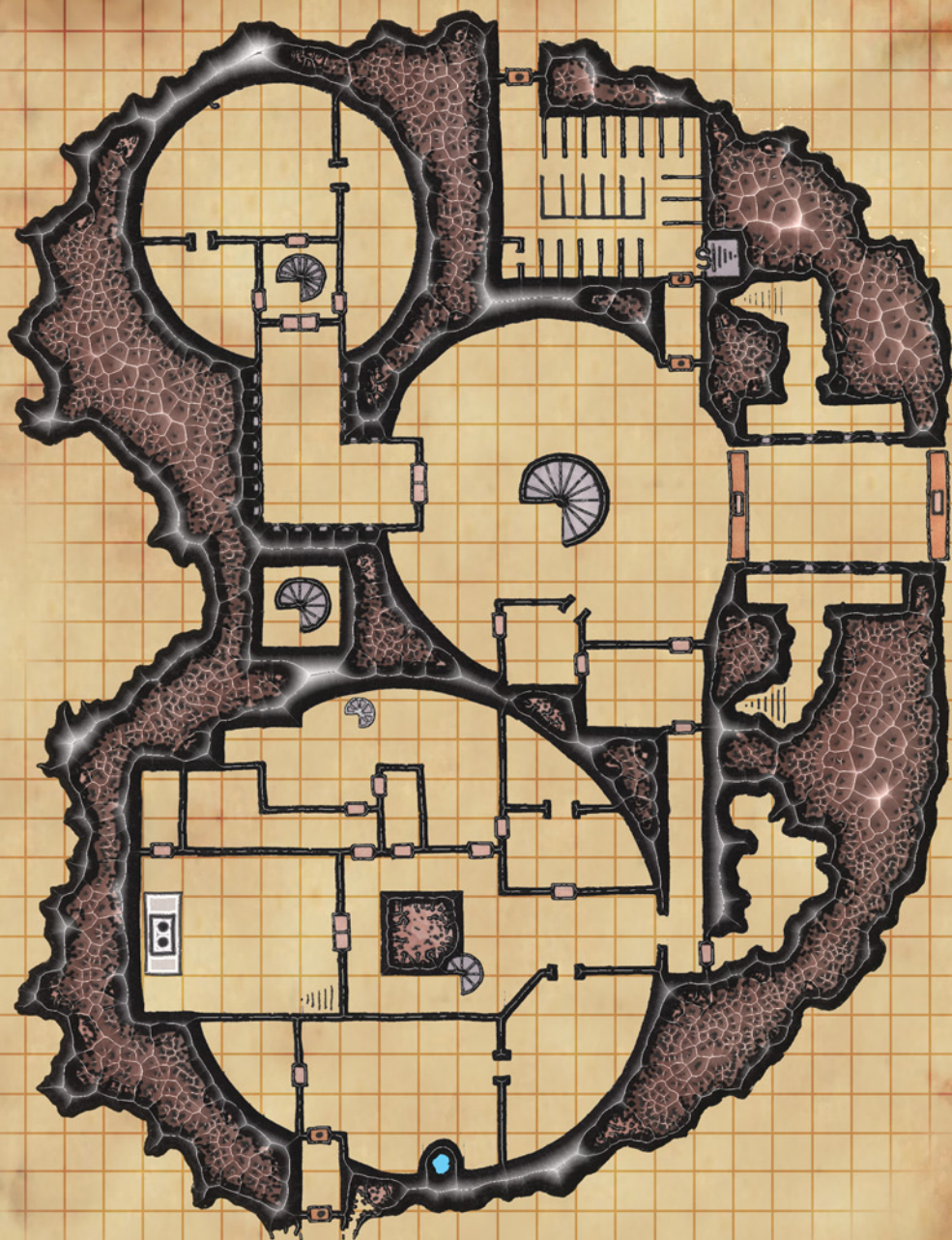


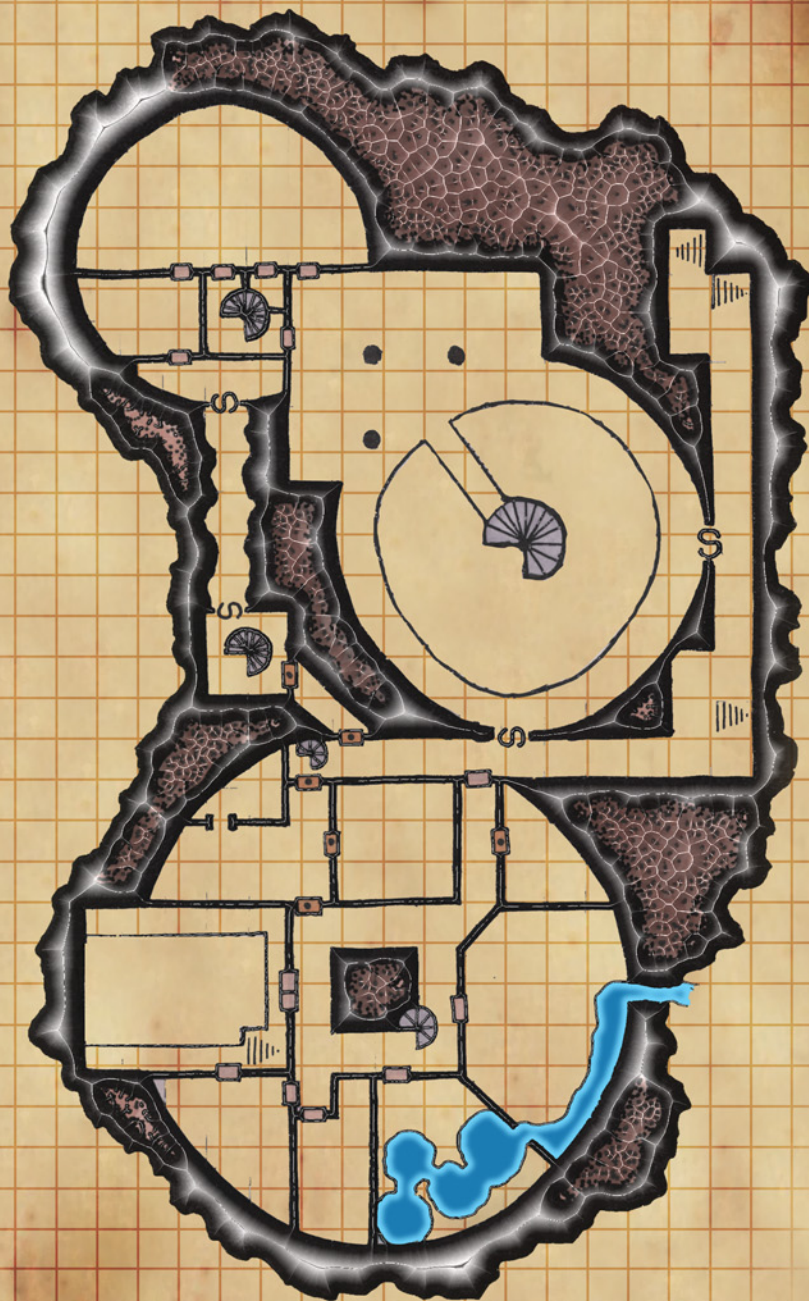


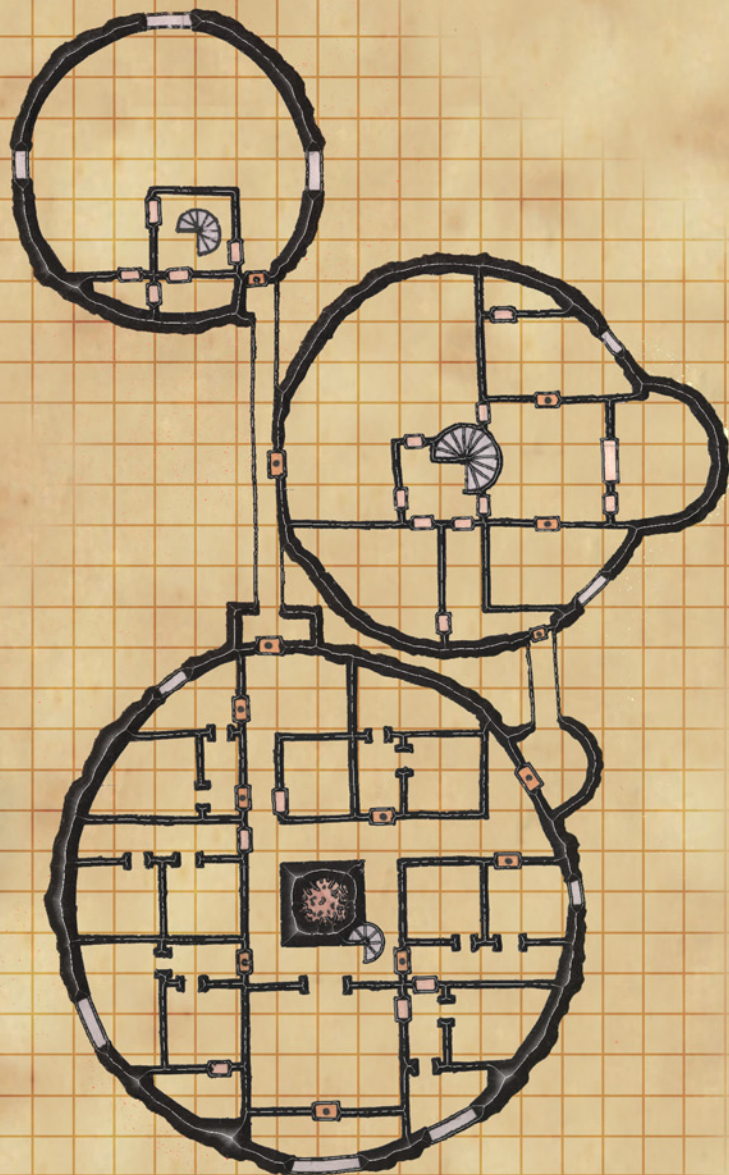


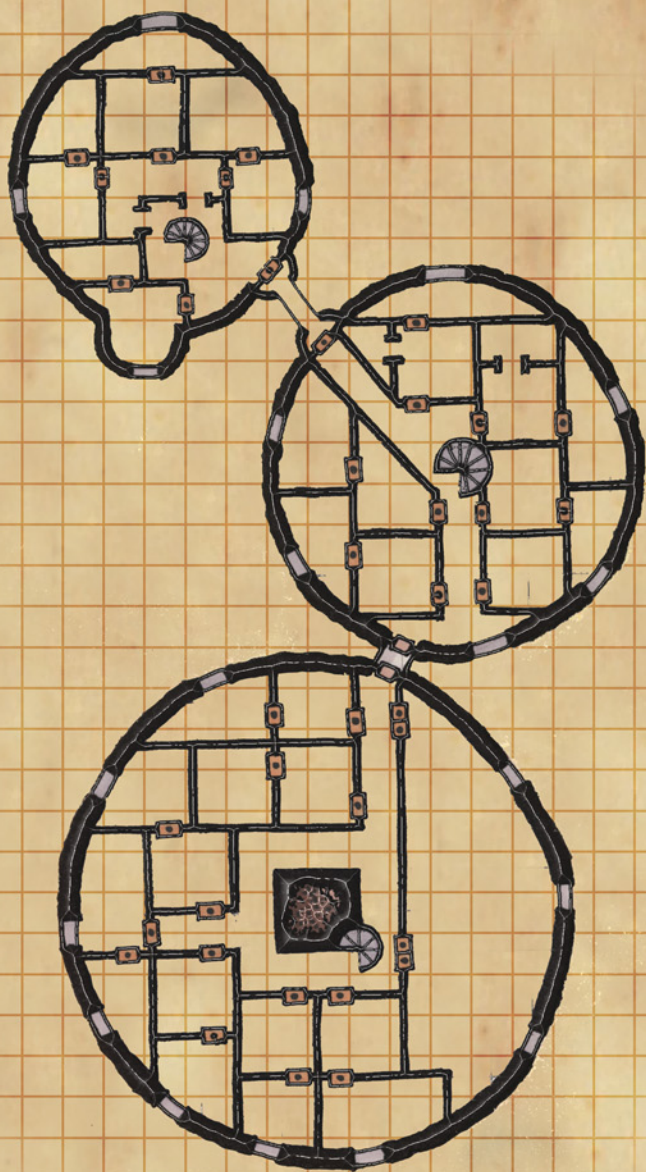


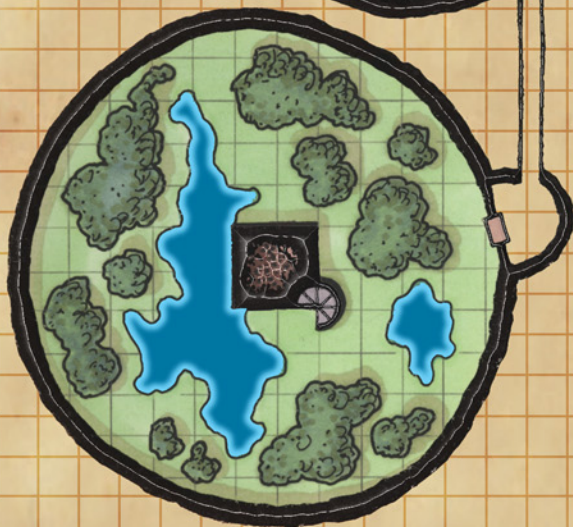
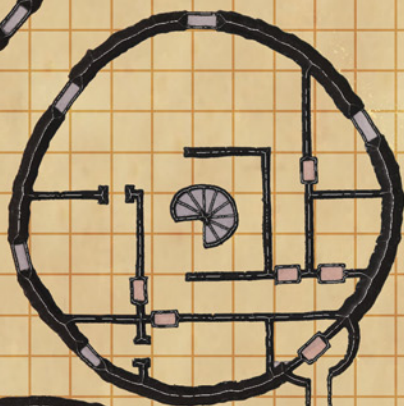


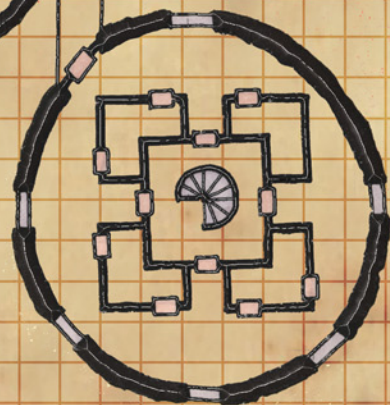




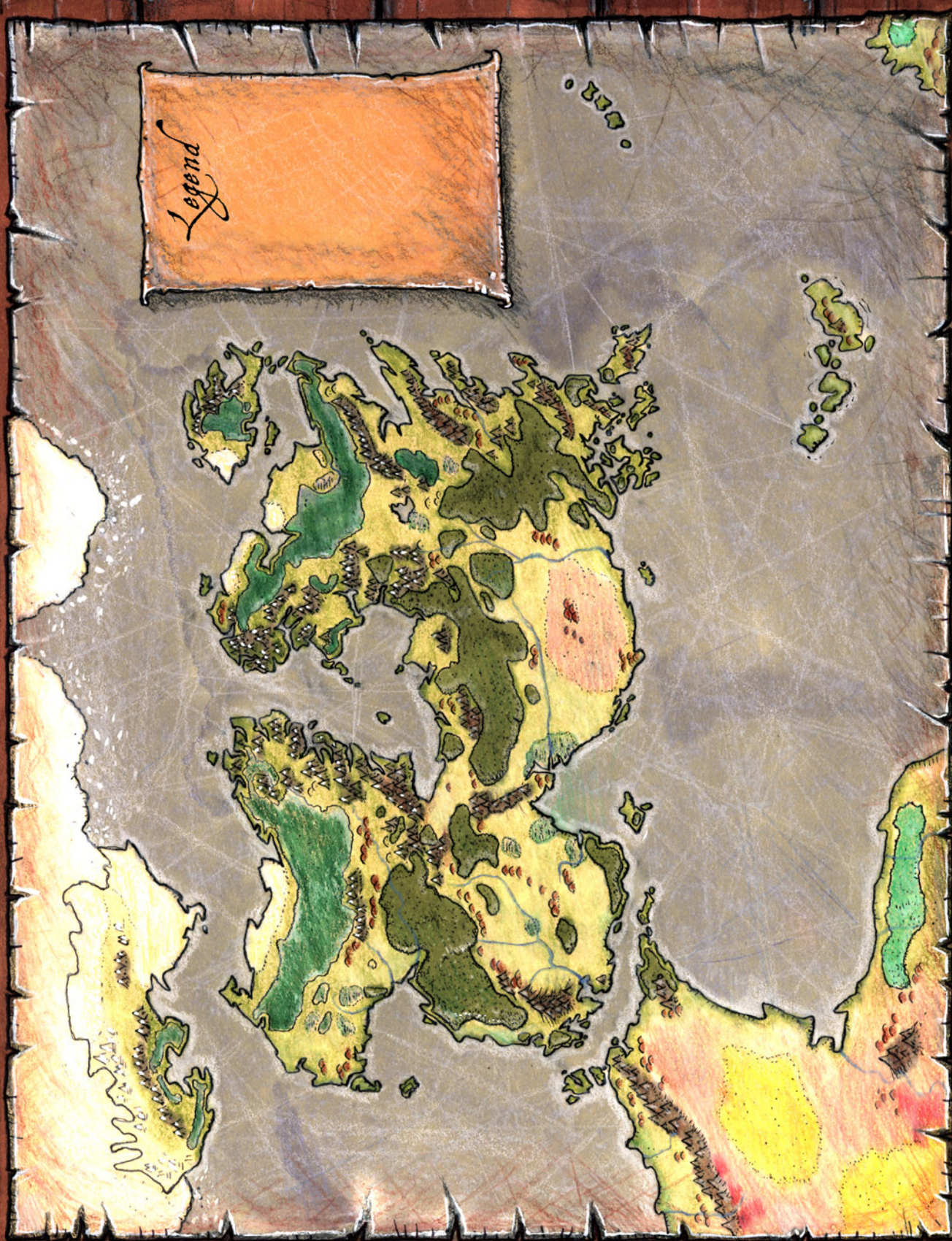








Legend

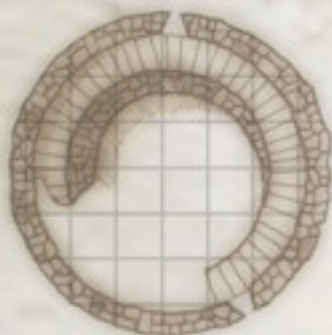




High Mountain Wizard's Tower



Level Four



Level Three



Level Two



Level One

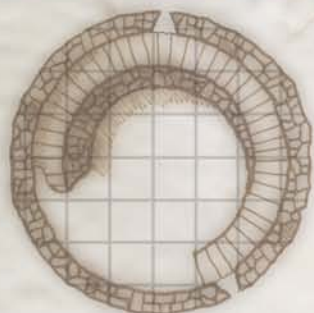
One Square Equals Ten Feet

T. GARDNER
MMI

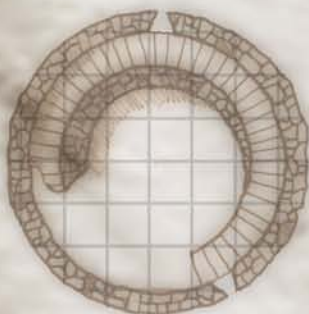
High Mountain Wizard's Tower



Level Four



Level Three



Level Two



Level One

One Square Equals Five Feet

T. COMBLE
MMI